FRAGGED
KINGDOM
2

Created by Wade Dyer

Malicious forces gather within and around the Kingdom of Ire as her ageing demigod king nears death; if they are to survive they must break free from their enemies and forge new frontiers. Will you fight for your people's future?

www.fraggedempire.com

Introduction

What is an RPG?

Fragged is a Tabletop Role-Playing Game. No doubt, you've encountered the RPG genre before in computer games, seen a video or comic strip on the internet about them. What sets a Tabletop RPG apart is not just their physical nature, but they can offer you and your friends unparalleled creative freedom.

You can create any world or character that you can imagine, and the characters you control can attempt to do anything that you want. The only limitations are the rules set out within this book and the creativity of the people playing.

At its essence, a Tabletop RPG is a mechanism for collaborative storytelling that is co-authored by everyone participating in your game. The only objective is for everyone to have fun.

To learn more about RPGs, we recommend you look up the vast number of great videos and articles online.

Running a Game

» 1 Game Master.
» 2-5 Players.
» 2-3 hour game sessions.
» Any number of sessions per campaign.

To run a game of Fragged, one person will need to be the Game Master (GM). They plan your campaign, referee the rules, and determine the outcome of dice rolls. They generally act as everything that is not a character controlled by another player (ie: environment, non-player characters (NPCs), etc...).

All other players (we recommend two to five) will each create a single character to control (known as a Player Character, or PC). These are the protagonists of your campaign.

A campaign divides into game sessions (which are usually two to three hours long) where the PCs and GM work together to create their story. A campaign is a string of narratively connected game sessions and can go for any amount of time (I like my campaigns to go for at least six sessions, but one-shot single session games can also be a lot of fun!).

Each of these game sessions are divided into a mixture of different kinds of encounters, typically:

» Skill-based, where the PCs will talk to NPCs and make Skill Rolls to resolve problems.
» Downtime, where the PCs will have time on their hands to spend Spare Time Points, pursue their personal interests/goals, prepare for future encounters, or travel to new locations.
» Tactical Combat, where the GM will draw up a Battlemap and the PCs will move figures around as they take turn to attack, move, etc...

Core Resolution Mechanic

Success or failure of attempted actions in Fragged will be largely dictated by the roll of three six-sided dice (3d6).

Every difficult action, from attempting to repair a broken trebuchet to making an attack with your magical longsword, will be resolved with the rolling of dice with the addition of a small bonus or penalty to the rolled total. Rolling high will provide positive results, rolling low will force negative results. Rolling a "6" on one of your dice will allow you to trigger special abilities known as Strong Hits.

What you will Need

» At least 3d6 for each person.
» Printed Character Sheets for each person.
» Pencil and eraser for each person.
» A dry-erase playmat (Battlemap) along with erasable markers, and miniatures (we recommend 32mm) for combat.
  » An experienced RPG group can resolve Combats without these, but you would be losing some of what makes Fragged special.

Character and NPC Sheets can be found at the back of this book, or downloaded from www.fraggedempire.com

Using this Rule Book

This book is designed to be a reference book with easy to locate rules, though we hope you will not need to do this too often outside your first few game sessions.

You will NEED to be looking at your Character Sheets while reading through this Rule Book.

At the back of this book is a VERY important section that lists all of the options for making a character (for both NPCs and PCs). After learning the Fragged rules this is where you will spend most of your time.

It is recommended that you read through the Setting Guide book before you read through this book. This will help you to understand the species, equipment, etc... in this book, and will fuel your imaginations about what types of adventures can be had within the Fragged setting.

It may be a good idea to reach out to the online Fragged community and to watch our rules and setting guide videos on YouTube.

» Red text and icons are highlighting an important point.
» Green text is highlighting a pre-made example.

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Characters

Colchin burned, and the sensation set him alight with an intensity that never quite sunk into the realm of the familiar, even after decades of experience. This was life in its purest form: beautiful, unknowable, vibrant, incandescent, wild, all of this and more coursing through his veins.

The lightning spirit struggled, beating against the bars of what it misunderstood as a cage that was steadily snapping shut. Colchin let his comforting thoughts flow into the spirit's own, memories of care and partnership. In response, the spirit's own thoughts began to trickle into him, and Colchin saw that it yearned for connection, a reflection of the harmony of the natural world. The spirit's emotions quietened as it realised the Twi-Far's desires were the same as its own. They gave themselves over to each other, and the truest, deepest bond began to take solid form.

Compared to soulless techno-magic, or the power-hungry touch of wyldling, this was something far more profound. This lightning spirit was no mere pet or slave. Colchin gasped as he felt their spirits align, the bonding feeling like an eon, but truly taking place in an instant, as swiftly as a bolt of lightning travels from sky to ground. Skin blazing with fresh magic, eyes crackling with electrical strength, the Twi-Far seer thrust his hands outwards, power bursting from his fingertips in the truest display of two spirits joining their strength as one.

Character Creation

» See List of character options from pg: 154.

Fragged Kingdom is a techno-magic fantasy setting where two major nations (the Holy Kingdom of Catla and the Kingdom of Ire) are recovering from their civil war and the near destruction of all civilisation by ancient druids, but are also coming to terms with the death of Neph - goddess of nature - and a new age where the gods are more active.

A typical game of Fragged Kingdom will see you and your friends take on the role of a character from one of eight core species. You will join together to form a ragtag band of misfits who explore wild lands and anceint ruins.

The Fragged rules grant GMs a large amount of control over the style of their campaign. With the tweaking of a few progression dials and optional rules, a GM can run almost any kind of fantasy game. The GM Guide section (pg: 99) provides outlines for running a Standard, Heroes of the Realm, Survival, Intrigue, Nation Building and Cosmic styled campaigns. GMs should work with their players to build characters that are suitable for the game that they will be playing.

Session 0

You should start your campaign with a 'session 0', where the GM and Players talk about the game they are about to play. This is when the GM should lay down the framework for the campaign, and the Players should pay special attention to details that will affect their character (ie: starting location, house rules, etc...) and the game's tone (ie: light-hearted, horror, political, exploration, etc...).

This is also a great opportunity for the Players to start a discussion with each other about what role they would like to occupy within the group (ie: techno-mage, hunter, explorer, priest, etc...), weaving their character backstories together (which is also a great way to give the GM plot ideas), defining what kind of Camp they want, and what equipment they will have (ie: Weapons, Outfit, Utility items, Misc Items, etc...).

Learn the Rules

Please make sure you understand the Fragged rules, or you will be placing additional mental effort onto the GM (and possibly other Players). This may also lead to you making choices that do not fit your character concept or narrative intentions. If you're not sure how something works, talk to your GM or possibly reach out to the greater online Fragged community (ie: social media, Discord, YouTube, etc...).

> "We live in a world of monsters, wars and incomplete maps. Hide under the skirt of your lords if you must, but I choose adventure and discovery."
>
> - Sir Tizoc Badulf.

Character Creation Tips

It can be a handy habit for Players to write a paragraph describing their character. Be sure to include their history (ie: family, vocation, etc...), a note on their personality (ie: fears, regrets, passions, etc...) and personal goals/motivations.

While this is an important phase in character creation, don't worry about getting things too perfect. As the game progresses you will organically discover more about your character as they encounter different situations and inspiration hits you.

As you create your character you should select options that match the concept that you're making. Don't just select options that you think are cool or powerful. Fragged has lots of options and it can be an overwhelming task to know what Trait, Weapons and Outfit to select for your character, especially if you're new to this rule system.

For your first Character:

- For your first Trait you should ONLY look in an area that aligns with your character's defining feature (ie: a healer should select an Apothecary Skill Trait, a large Legion should select a Strength Attribute Trait, a swashbuckler should select a Finesse Skill Trait, etc...). This will save you the effort of looking over all of the possible Traits.
- Consider using pre-made Weapons (pg: 173) and Outfit (pg: 185).
- Read over the 'Play Style Icons' guide on pg: 10 and consider selecting options marked with the Rules Light icon as these options tend to be mechanically simpler.

Once you become comfortable with the Fragged rules, you will start to understand the breadth and depth of options that are available to you. While aligning the mechanics of your character to your narrative ideas should be foremost in your mind, making a mechanically effective character will also help to ensure your gaming experience is satisfying.

- Be sure to have a Toolbox for your defining Skill.
- Be prepared to specialize in multiple areas, as it only takes a few Traits to almost max out your potential in a Skill.
- You should rarely select the same Trait as another PC.
- Aim to have both combat and non-combat abilities.
- Aim to have at least one unique Strong Hit option within your first few Levels. This can come from a Weapon or Trait.
- Spend your excess Spare Time Points on equipment Modifications and Misc Items.
- Excess items and Trade Goods can be stored at your Camp or on a mount.
- Workshops are built at your Camp (pg: 83).
- The names of items and Traits are just suggestions, and they can be narratively re-skinned by you or the GM.
  - Ie: A Ice Bomb that slows could be a non-magical bolas that entangles.

Team Creation Tips

A character does not exist within a vacuum, they are as much defined by their nature as they are by the PCs that make up their team. Its okay for more than one team member to have the same skill-set (ie: you could be a party of soldiers, there could be two Enchanters, or all PCs could be hunters), but a well-rounded team that synergizes well together is going to have a smoother gaming experience.

- » Having at least one PC Trained in each of the sixteen Primary Skills will ensure your group is able to handle most situations that you encounter.
- » At least one PC should be Trained in the Apothecary Skill.
  - » This will ensure your group gains the benefits of the 'First Aid' healing roll after each combat.
- » At least two PCs should be armed with Weapons that can deal 4 or more Crit Dmg.
  - » NPCs have an average Armour value of 3 and Weapons with 3 or less Crit Dmg can have trouble finishing off foes.

Fragged offers many paths that reward teamwork, especially during Combat. All of these paths are optional, and over time your group will slowly work out how to work together and select options that synergise with their teammates.

- » Having at least one PC armed with a Weapon that deals high End Dmg will be very useful.
  - » Targets become much more vulnerable once they have no Endurance, especially against Weapons that can trigger multiple Strong Hit options (such as the Warbow) as they can boost their Crit Dmg with the Crit Boost Strong Hit option.
- » Having at least one PC armed with a Weapon with the Cleave Keyword will be effective at dealing with Henchmen NPC Groups.
- » Having at least one PC with a Shield Modification can be useful for defending choke points.
- » A Skill Roll from the Prep can be used to remove effects (ie: Bleeding or Burn) from you or an ally.

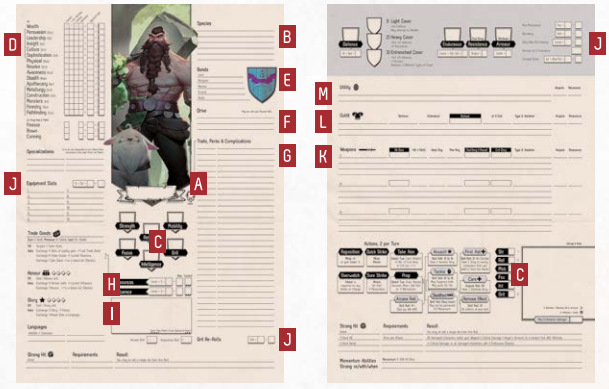
Final Notes

While there are rules for balancing a Combat against the strength of the PCs, the GM is encouraged to treat these as rough guidelines and nobody should require any Combat to be truly balanced. PCs should be expected to fight dirty and with cunning. Combat is war, not sport, and non-Combat encounters can also be life-threatening.

The GM and PCs should also prioritize the narrative of each encounter and the enjoyment of every participant in the game. Have NPCs and PCs act in a way that is consistent with their personalities, and cut each other some slack when it comes to perfect rules adherence and scientific logic in the name of fun.

Step by Step Guide

		Pg:
A	» Set Level to 1.	10
B	» Select a Species.	10
C	» Distribute 18 points across your 6 Attributes.	13
	» Attributes have a minimum of 0 and a maximum of 5.	
D	» Select Trained Skills.	21
	» 6 Primary Skills.	
	» 2 Combat Skills.	
E	» Define Bonds (lord, religion, mentor, friend & rival).	28
F	» Define your Drive.	
G	» Select a Trait.	45
	» Gain 1 Trait per Level.	
	» May have up to 1 Trait per area: Level, Resources, Influence, each Attribute and each Trained Primary Skill.	
	» May have up to 2 Traits per Trained Combat Skill.	
H	» Set current Resources to Level +2.	48
	» Maximum value = Level +3.	
H	» Set current Influence to Level +2.	48
	» Maximum value = Level +3.	
I	» Set starting Spare Time Points to Level +4.	50
	» During character creation you may acquire options with an Acquire cost of 14t or less without an Acquisition Roll (still costs a Spare Time Point).	
I	» Set starting Knack to 3.	53
J	» Calculate Sub-Stats:	53
	» Equipment Slots = 6 +Str.	
	» Grit Re-Rolls = Grit.	
	» Defence = 10 +Ref.	
	» Endurance = Camp (10 if you're an NPC) + (Str x5).	
	» Resistance = from your Shield.	
	» Armour = from your Outfit.	
	» Recovery = Grit.	
	» Max Momentum = Foc.	
	» Combat Order = Int +(Ref/10).	
K	» Acquire Weapons*.	61
L	» Acquire an Outfit*.	61
M	» Acquire a Utility*.	63
	» Optional: Acquire any number of Misc Items*.	63
	» Free items at character creation: Bulky Toolbox, Common Items and Torch.	
	» Create a Camp with your group*.	84
	» Select your free Perk.	
	» *Pay any Acquire, Resource and Influence costs.	



Play Style Icons

What makes RPGs so uniquely great is that they can engage us in a wide range of fields. From theatre, game mechanics, maths, social engagement, science, world-building, art and so much more.

While all GMs and Players will interact with all of these fields, we will each lean toward a particular playstyle at different times. The Fragged rules are designed to allow many different play styles in a single group of Players, especially in regards to Traits, as Players will increasingly customize the way their character interacts with the rules without negatively impacting the experience of other Players.

Many options in the 'Lists' section of this book (from pg: 150) have icons placed next to them to highlight a broad playstyle that option encourages. As Fragged allows a great amount of customizability, it can be overwhelming to know what options to select. These icons are also designed to help GMs and Players make quicker well-informed choices.

Rules Light

An ideal choice for a GM or Player who prefers fewer game mechanics, or who are new to the Fragged rules. These options are often simplistic, and may on occasion reduce the number of rules that a character has to interact with.

Combo

A good choice for GMs and Players who enjoy game mechanics and maths. Understanding the full potential in these choices can be complicated, but when used well they may have impressive results.

Be careful to not take too many of these options as they can make for a very complicated (and on occasion, underwhelming) character.

Narrative

An ideal choice for a GM or Player who enjoys the story side of RPGs. These options commonly grant additional information, give the Player more narrative control, or are just very flavoursome.

More than other options these will affect the play experience of other people in the game. Players should be careful to not monopolize their game's playtime and to be mindful of increasing the GM's workload (GMs may want to reduce their workload by granting these Players some narrative control over more minor story details).

Mix it Up

These options are great for GMs and Players who want to mix up the Fragged rules or create characters that interact with the game's lore in odd ways. They are a good way of adding some spice to a game.

» Items with a dot next to them let you know that there is a specific Trait that applies just to it.

Level

» PCs usually start at Level 1.
» Gain 1 Level at the end of every 3rd session.
» Gain 1 Trait per Level.
  » See Trait rules on pg: 45.
  » See list of Traits from pg: 158.
» Gain +1 max Resources and Influence per Level.
  » See Resources and Influence rules on pg: 48.

A PCs Level represents their skill and personal growth, but not their power level, which is primarily increased through Resources and equipment.

Retro

When a character gains a new Level they may choose to exchange 1 Character/Camp Attribute point, Trait (any spent Knack is lost), Trained Skill or Perk for another of the same kind.

This exchange may not conflict with any previous choice (ie: you may only exchange Trained Skills without Traits, all current Trait Requirements must remain met, etc...). All exchanges must be approved by the GM and may require some in-game actions to justify (ie: studying a new Skill, etc...).

» Optional Rule: PCs may Retro 2 options at the end of their first 2 sessions.

Species

» All PCs and Skilled/Nemesis NPCs have a Species that is selected at character creation.
» See list of Species from pg: 154.
» See Setting Guide book from pg: 8 for full Species write-ups.

Your choice of species for your PC will greatly impact the narrative of your game. As each species has a long cultural history, a range of physical attributes, and a number of social expectations that you're either conforming to or battling against.

Both 'nature vs nurture' and 'cultural tension' are prominent themes within the Fragged lore. The history of Fragged is a story of these forces battling against each other, with each species being the product of these forces in various capacities. If you own a copy of the Fragged Kingdom Setting Guide book you will gain an even deeper understanding of these tensions.

> "Legion and Tolatl are natural allies, as we were made by the twin sun gods Akh and Ath to bring about civilisation. Body and mind, honour and spirit, muscle and magic."
>
> - Earl Alex Ganda.

Attributes

» Characters have 6 Attributes:
  » Strength, Reflexes, Mobility, Focus, Intelligence and Grit.
» PCs have 18 points to distribute across their Attributes.
  » Attributes have a minimum value of 0 and a maximum of 5.
    » Species, Traits, items, etc... may modify this.
» An average person has 2 in all Attributes.
» Attributes are primarily used for Combat. Determining the effectiveness of your Actions (pg: 66) and how much damage you can take before you start to Bleed or die (pg: 72).
  » See Sub-Stats on pg: 53.
  » See Combat rules from pg: 66.
» Attribute of 1 or less give -1 to specific Skills.
» Attribute of 4 or more give +1 to specific Skills.
» See Camp rules from pg: 84.

Attributes represent a character's raw physical and mental abilities. A high Attribute value may reflect a character's natural power that they were born with, that they honed through training, or that they gained through magical augmentation.

Traits are a great way to mechanically emphasize the nature of an Attribute, especially if they are a reflection of a character's age, size (see the Strength Traits on pg: 159), magical or natural exotic abilities.

Mirela Starveil, the Tiny Tank

Mirela is a small and thinly built Twi-Far who is the unexpected tank of her party due to her magical strength.

When Mirela was a child she was separated from her family during a hunting trip into the Twisted Forest when a storm came upon them. Alone and scared the young Twi-Far cried out for help. The twin goddesses Jop Jop heard her wails of pain and sent a powerful ethereal life spirit to meld with her body to keep her alive.

Mirela now looks like a normal teenager, but her small muscles bulge with glowing green energy and give her the strength to bend metal and throw a grown Legion across a room. She is thankful for the spirit that lives within her and has taken an oath to protect the wild domains of nature.

» Str: 5 » Mob: 4 » Int: 2
» Ref: 3 » Foc: 2 » Grit: 2

To reflect her backstory Mirela has maxed out her Strength and placed more points into her Reflexes and Mobility. She is also Trained in the Physical Skill.

Mirela may also wish to select a suitable Strength or Physical Trait to further reflect her blessed nature. Though this can wait if she needs to select other options first (this could reflect her not yet being able to fully utilize her gifts, or the spirit not yet being fully attuned to her body).

Strength (Str)

Your physical might and general quality of health.

» Equipment Slots = 6 + Str.
» Endurance = Camp (10 if you're an NPC) + (Str x5).
» Tackle push = your Str - enemy Str.
» Affects Skills: Leadership and Construction.

Reflexes (Ref)

The speed of your physical response to your environment, along with your flexibility and general agility.

» Combat Order = Int + (Ref/10).
» Defence = 10 + Ref.
» Sure Strike Action: Hit + Ref.
» Affects Skills: Apothecary and Forestry.

Mobility (Mob)

Your speed of movement and general physical stability.

» Action Movement distance = Mob.
» Affects Skills: Physical and Stealth.

Focus (Foc)

Your mental ability to remain attentive.

» Your maximum Momentum.
» Weapons add your Focus to their Endurance Damage.
» Affects Skills: Persuasion, Awareness and Pathfinding.

Intelligence (Int)

Your clarity, speed of articulation and thought.

» Combat Order = Int + (Ref/10).
» Boosts Defence bonus from Cover.
  » Light = Int, Heavy = Int x2, Entrenched = Int x3.
» Affects Skills: Insight, Sophistication and Monsters.

Grit

Your personal luck, ability to push forward despite overwhelming opposition, and/or your capacity to rise to a difficult challenge.

» Recovery = Grit.
» Grit Re-Rolls = Grit.
  » Grit Re-Roll points may be spent to re-roll one of your rolls.
    » Re-roll all dice in this roll.
    » You regain these points at the start of each session.
    » Re-rolled Strong Hit Options are discarded.
    » May not re-roll Critical Failures.
» Optional Rule: A Grit Re-Roll point may be spent to add or alter a minor element (not Cover) to an encounter.
» Optional Rule: Reduce all PCs Grit Re-Rolls by 1 or 2 for a slightly harder game with a less heroic feel.
» Affects Skills: Culture, Resolve and Metallurgy.

Skill Rolls

» PCs are Trained in 8 Skills:
  » 6 Primary Skills.
  » 2 Combat Skills.
» Trained Skills have a +1 bonus.
  » Untrained Skills have a -2 penalty.
  » Toolboxes (pg: 190) grant +1 to a Trained Primary Skill (only Stacks with Workshop).
  » Workshops from your Camp (pg: 87) grant +1 to a Trained Skill (only Stacks with Toolbox to +2) to all PCs who have regular access to them (even if they're not currently at the Workshop).
» Attribute of 1 or less give -1 to specific Skills.
» Attribute of 4 or more give +1 to specific Skills.
» GMs may give an additional -2 to +2 Description modifier to a Skill Roll based on your approach.
» Most Skill Roll Difficulties will be 12 or 14.
  » Some rolls may require a Toolbox or Workshop to complete.
» Skill Rolls of 4 or more above/below the required Difficulty may produce ONE positive/negative Unexpected Consequence (pg: 16) of the GM's choice (Players may make suggestions).

Characters may attempt Skill Rolls to determine if they succeed or fail at doing or knowing something. All Skill Rolls are made with 3d6, modified by your Skill bonus/penalties and any Description bonus/penalties that your GM may apply to your roll based on your approach. To succeed at a Skill Roll the total of your roll must equal or exceed the difficulty set by the GM.

Skill Roll
» 3d6 +/- Modifiers +/- Description vs Difficulty.
» May require a Toolbox or Workshop.
» Success or failure by 4 results in an Unexpected Consequence.

Difficulty
» Routine, risk-free, inconsequential: No roll needed.
» Moderately Difficult: 12 or 14.
» Very Difficult: 16.
» Extremely Difficult: 18+

Assisting
» Available characters may grant a +1 bonus to an ally's Skill Roll if they pass a suitable Skill Roll of Difficulty 10 (Stacks).
» They may use a different Skill to their ally.

Retrying a Failed Roll
» Retrying a Skill Roll that was recently failed applies a cumulative -2 penalty, even if it is attempted by another character.
» This roll will always gain an additional negative Unexpected Consequence, even on a success (see pg: 16).
» These rules do not apply to Acquisition Rolls (pg: 50).

Keyword: Specialist Bonus: X
» Gain +2 to all non-Acquisition and non-Attack Rolls narratively connected to topic X (multiple Specialist Bonus' do not Stack).
» Optional Rule: The topic may be changed to a new thematically similar topic when this Trait is gained.

Tools
Some Rolls require access to the right tools (ie: to cut through a door with a saw you will need a Construction Toolbox). This is especially true for professional Skills (Apothecary, Metallurgy and Construction).

» Basic Tools: All characters are assumed to have access to basic tools (ie: small hammer, map, etc...) for all Trained Skills.
» Toolbox: A large box or bag filled with a range of portable tools that a working professional would have on hand (ie: spare potions, rope, saw, etc...).
  » +1 to a Trained Primary Skill (only Stacks with Workshop).
» Workshop: All tools included in a Toolbox plus a wide range of large and heavy equipment (ie: distillery, sawmill, etc...).
  » Characters with regular access (ie: it' is at their camp) gain +1 to a Trained Skill (may only Stack with a Toolbox to +2).

Describe your Approach
How you approach a problem is a vital component to performing a Skill Roll, and the GM should never allow a Player to perform a Skill Roll without describing how they're approaching the problem.

» How a character approaches a problem will dictate what Skill they use, if they require Tools, and the GM may apply an additional -2 to +2 Description modifier to their roll.
» GMs should aid their Players' role-playing by describing the situation in an evocative and precise manner. Possibly even recommending some obvious approaches and Skill choices.

Critical Success/Failure, three Sixes/Ones
If your Skill Roll results in three sixes something awesome should happen, this may be due to specific character knowledge or ability, or a very lucky external event. A roll of three ones should have a suitable negative result, and may not be re-rolled in any way (even by a Grit Re-Roll or Effort Strong Hit option).

Routine & Risk-Free Tasks
Tasks that are simple for a character to achieve, either because they have a Difficulty below 10, the character risks nothing through failure, or the task is inconsequential, should be automatically successful without a Roll. The goal of this rule is to cut down on the number of rolls needed in a game session.

Complex Tasks
Some complex tasks may require a number of 'progress steps' from the Players. These will most commonly come in the form of multiple successful Skill Rolls (often from different Skills by different PCs), but may also be advanced through clever in-game choices.

How to make a Skill Roll

GM Sets the Scene & Difficulty.

They may recommend Skill choices.

PC Describes their Goal & Approach.

Along with Skill choice and Tools used.
GM may apply Description bonus/penalty of -2 to +2.

PC Rolls 3d6 & add Skill Modifier.

A roll of a ⚄ allows the use of a Strong Hit.
A Grit Re-Roll point may be used to re-roll all dice.

GM Describes the Outcome.

A result of +/-4 may result in Unexpected Consequences.

Skill Roll Frequency: Instance vs Scene Rolls

The distinction between "instance" and "scene" Skill Rolls determines the frequency and context of Skill checks. "Instance" rolls apply to quick, one-off actions, such as immediate physical manoeuvres or Awareness checks. While "scene" rolls encompass extended tasks such as lengthy negotiations, crafting, thorough investigations or stealthing through an enemy camp. GMs should use this distinction to help in game pacing, to balance tactical gameplay (instance rolls) with narrative elements (scene rolls) to enhance immersion.

» Instance Rolls should be employed during tight and intense scenes where every small PC choice will have consequences.
» All Skill Rolls during combats are 'instance' Skill Rolls and are usually performed through the Prep Action (pg: 67).

» Scene Rolls should be used for longer narrative scenes where PC actions are described in broad and general strokes.
» A singular Skill Roll should cover all uses of that Skill for the duration of the scene.

Unexpected Consequences

Skill Rolls of 4 or more above/below the required Difficulty may produce ONE positive or negative Unexpected Consequences of the GM's choice (Players may make suggestions).

Optional Rule: Failing Forward
» GMs may change a failed Skill Roll into a success by adding a negative Unexpected Consequence.

Optional Rule: Narrative Sixes and Ones
» Any die roll of a "6" on a Skill or Acquisition Roll adds a GM-defined positive Unexpected Consequence.
» Any die roll of a "1" on a Skill or Acquisition Roll adds a GM-defined negative Unexpected Consequence.
» Succeeding or failing a Skill Roll by 4 DOES NOT add an additional Unexpected Consequence.

Opening a Door, Choose Approach

William wishes to open a dungeon door. He could use Stealth to pick the lock with lockpicks from his Toolbox, use Cunning to blow the door open with a bomb Weapon, or perform a very difficult Physical Skill Roll to bend the bars with his strength.

He chooses to pick the lock. The GM sets the Difficulty at 14 and grants him an additional +1 Description bonus to his +2 modifier. He rolls 3d6 and gets 12, for a total of 15. Which is enough to open the door, but does not trigger an Unexpected Consequence.

Locating a Spy, Complex Scene

The PCs are trying to identify a spy from the Holy Kingdom of Catla who is attending a noble ball. The PCs are posing as a serving staff, the cousin of a noble and a guard. The GM informs the party that their task will require 5 progress steps to succeed.

The game session then moves forward with the PCs role-playing and taking turns to perform Skill Rolls. While most of the steps towards the completion of their task are gained through a mixture of appropriate Skill Rolls (such as Persuasion, Insight, Sophistication, Awareness and Stealth), the GM also rewards a few additional bonus steps forward through clever Player deduction and from a positive Unexpected Consequence.

Sparks Fly, Unexpected Consequences

To fix a lightning techno-magical artefact Zorina must pass a Metallurgy Arcane Skill Roll of 14. She rolls badly with a total of just 7, causing a negative Unexpected Consequence. The GM describes how Zorina accidentally touched the side of the artefact casing with a metal rod, sending a lightning bolt of power through her body. Zorina suffers -4 Max Endurance damage until she gets quality rest and this is healed by her camp's 'Max End Healing' value.

» The example Unexpected Consequences listed here are intended to inspire GMs and we encourage you to create more.

Positive	Consequence
Advise	Grant +2 to an ally's next roll of the same Skill.
Encouraged	You or an ally regain 2 to 4 lost Max Endurance.
Flow on Benefit	This task makes another PC's goal easier.
Increased Effect	This task is more effective than expected.
Impressive	A character is intimidated or impressed by you.
Inspiration Idea:	Gain +1 to your next roll this session (Stacks).
Interesting:	Gain additional insight into a current mystery.
Deep:	You may perform a free Glory Acquisition Roll based on your current task with a -2 penalty (no Workshop required).
Progress	Advance 1 additional step towards completing this complex task.
Quick	Complete this task faster than expected.
Unnoticed	Your enemies are unaware of your completion of this task.

Negative	Consequence
Attract Attention	You attract unwanted attention to you or an ally.
Flow on Trouble	This task makes another PC's goal harder.
Harm Soft:	-2 to -8 Max Endurance damage.
Sharp:	1 damage to a specific or random Attribute, ignoring Armour.
Blast:	3-5 General Damage.
Hindrance	Completing this complex task requires 1 additional step.
Overwhelmed	-2 Combat Order until the end of this combat.
Reduced Effect	This task is less effective than expected.
Stress	You lose 1 Grit Re-Roll point.
Slow	Complete this task slower than expected.
Tool Breaks	You're unable to use your Toolbox until they can be repaired (ie: downtime at your camp).

Skill Roll Damage

- » Maximum Endurance damage is healed through your Camp's 'Max End Healing' value per night of quality rest.
  - » Some Camp Task also cause Max Endurance damage.
  - » See Camp rules on pg: 84.
- » Attribute damage may be healed through First Aid (if applied within 5 minutes) or an appropriate Healing Acquisition Roll (such as Care).
  - » See Damage rules on pg: 72.
  - » See Healing rules on pg: 74.

At times a failed Skill Roll, environmental effect, Camp task, enemy ability or minor combat may result in harm: these are collectively known as Skill Roll Damage. GMs may use the following guide to apply this damage when appropriate.

These rules are designed to create consequences for failed Skill Rolls, PC exhaustion and for non-combat attacks (ie: traps) to have lingering narrative weight.

Soft Damage

Situations that are draining (ie: fear, stress, exhaustion, etc...) or painful (ie: poison, bruises, etc...) but generally non-lethal.

- » -2 to -8 Max Endurance damage.
  - » If you're already at 0 Max Endurance then you should suffer additional Sharp Damage without First Aid (see below).
  - » May be mixed in with Sharp Damage.

- » **Minor pain:** -2 Max Endurance.
- » **Moderate pain:** -4 Max Endurance.
- » **Severe pain:** -6 Max Endurance.
- » **Critical pain:** -8 or more Max Endurance.

Sharp Damage

Situations that are very harsh and potentially lethal (ie: traps) tend to deal damage to a specific, or random, Attribute (ignoring Armour).

- » 1+ damage to a specific or random Attribute (no Armour).
  - » May be healed with a First Aid roll.
  - » May be mixed in with Soft Damage.

- » **Strength:** Hit to bodily health.
- » **Reflexes:** Hit to arms/hands or general flexibility.
- » **Mobility:** Hit to legs or general movement.
- » **Focus:** Hit to senses and clarity of thought.
- » **Intelligence:** Hit to the head or cognitive functions.
- » **Grit:** Hit to confidence.

- » **Minor harm:** 1 Attribute damage.
- » **Moderate harm:** 2 Attribute damage.
- » **Severe harm:** 3 Attribute damage.
- » **Critical harm:** 4+ Attribute damage.

Poison Trap, Max End Damage

Joan has just failed a Physical Skill Roll of 12 to dodge a dart trap in an ancient jungle temple to the dead goddess Neph. The darts stab into her thigh and her veins turn green as the painful poison enters her system. The GM allows a nearby ally to attempt an Apothecary Skill Roll of 14 to reduce the effect. They also fail. Joan suffers -6 Max Endurance damage, reducing her total Endurance from 20 to 14.

Joan's Camp has a Max End Healing value of 2. This will reduce the damage to her Endurance by that amount per day, as long as she is receiving quality rest in her bed with food and water. She will fully recover after 3 days.

Minor Combats

- » Each PC must pass a set number of suitable Skill Rolls.
  - » Description bonuses and penalties should be important.
  - » Skill Roll failure should result in harm,
  - » These rolls should continue until a suitable conclusion to their situation is reached.

Minor Combat where the outcome (success or failure) is guaranteed and that would not be made more fun by the use of miniatures on a Battlemap should be resolved with a series of Skill Rolls (as with Complex Tasks) and using the Skill Damage rules.

Raid of Yodolas, Minor Combat

The city of Yodolas is under siege by southern Legion raiders. The GM lets the players know that this is a minor combat that does not need to be resolved with miniatures and a Battlemap. Each PC (William, Zorina and Joan) will need to pass a number of Skill Rolls with a Difficulty of 14 to measure the effectiveness of their defence. More rolls will be required if they act too passively and each roll will deal at least -2 Max End damage to them.

- » William easily passes a Leadership Skill Roll with 16 to rally defenders together along the palisade walls. The GM then describes how the Legion warriors are charging in mass.
- » Zorina passes a Brawn Skill Roll with 15 to fire her bow at the enemies as they rush forward, downing several of them around her area. The attackers are now breaching the city gate and are pushing the defenders back.
- » Joan attempts a Physical Skill Roll to run to the defence of the gate, but fails with a roll of 10. The GM then describes how the Legion spill into the city streets and deals 1 point of damage (no Armour) to the Strength Attribute of each PC.

As their enemies are not yet defeated the PCs will need to perform another round of dangerous Skill Rolls. The PC may not perform a First Aid roll to heal their Attribute damage or rest to heal their -2 Max End damage until they are out of combat.

Strong Hits

Each "6" on a die when performing a Skill, Acquisition or Attack Roll (all of the primary roll types) may be spent to activate a single Strong Hit from your available options.

Everyone has Access to:

» Effort: You may re-roll a single die from this Roll.
» Critical Hit (Once per Attack) All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (roll 1d6) Attribute.
» Critical Boost: +1 Critical Damage vs all damaged characters with 0 Endurance (Stacks).

Strong Hit Options Gained from:

» Traits: May be used at any suitable time.
» Weapons: May only be used with Attack Rolls from that Weapon.
» Other Items (Outfit, Utility, etc...): May only be used while that item is active.

Requirements

Strong Hit requirements that must be met to allow their use.

» Acquisition Roll: You're performing an Acquisition Roll (pg: 50).
» Condition: Some Strong Hits options may require a specific condition (ie: a damaged character is behind physical Cover).
» Double Strong Hit: To activate this Strong Hit option you need to spend 2 Strong Hit dice (normally 1).
» Failed Attack/Roll: Your roll must have failed.
» Grit Re-Roll: You're performing a Grit Re-Roll (pg: 53).
» Heal: You're attempting to Heal Attribute damage.
» Honour/Glory: You're performing a Honour or Glory (pg: 53) Acquisition Roll (pg: 50).
» Specific Skill: You're performing a specific Skill Roll (pg: 14).
» Specific Weapon: You're performing an Attack Roll with a specific Weapon (ie: pistol).
» Stealth: You're performing a Stealth Skill Roll.
» Stealthed: You're currently successfully Stealthed (pg: 193) against your enemies.
» Success/Hit: Your roll must have succeeded.
» Toolbox/Workshop: You're performing a Skill Roll with immediate physical access to a suitable Toolbox or Workshop.
» Weapon Stat X+: When performing an Attack Roll you must have a specific stat of X or more (ie: End Dmg 5+ from Weapon's base stat plus your Focus from your Action).
» Weapon Type: You're performing an Attack Roll with a Weapon with a specific Weapon Type (ie: Blade).
» X per Attack/Combat/Session/Round/Turn: This Strong Hit option may only be used X times per interval (ie: Critical Hit may only be used Once per Attack).

Stacking Effects

Identical effects may sometimes be gained more than once from the same, or multiple, sources. Which may include Strong Hits, Traits, Weapons, etc... Some of these may stack with each other.

» Stacks: The same identical effect may be stacked any number of times. All effects Stack by default.
  » Stacks up to X: The same identical effect may be stacked up to a maximum of X.
  » Multiple effects may be Stacked in an order that favours the dice roller (ie: the performer of an Attack or Skill Roll).
» Does not Stack: You may only gain this effect once, no matter how many sources grant it.
» GM discretion may be required if the wording of two effects are very close, but not exactly the same, in their wording.

Effort & Pick Thought

David's Enchantment abilities have grown quite strong, enabling him to pick the thoughts right from a person's mind. He strikes up a casual conversation with a local pickpocket, hoping to find her gang's base of operations without tipping her off. His Persuasion (+1) Skill Roll results in a total of 10 (1, 2, 6), which is not high enough to subtly gain the information he needs. Though his 6 still counts as a Strong Hit.

He has two Strong Hit options to choose from, Effort or Pick Thought. He could use Pick Thought, but his Skill Roll was low so he risks tipping her off or just confirming her suspicions. Instead, he chooses to use Effort to re-roll the die roll of 1 into another 6, for a total of 15. Allowing him to use Pick Thought.

The GM lets him know that, while the pickpocket speaks to him, she is not suspicious. Rather, she thinks of hanging out with friends to play card games later that night. David manages to locate an address where her friends ought to be, and he hopes that this is their base of operations.

Name Requirements Result

Strong Hit: Pick Thought (Persuasion) Read the surface thoughts of a character.
Strong Hit: Effort: You may re-roll a single die from this Roll.

Strong Hits

Perform a Roll

Skill, Acquisition or Attack Rolls.

Each ‘6’ allows one Strong Hit option

All Strong Hit ‘Requirements’ must be met.

Select Strong Hit option

All have access to: Effort, Critical Hit (Attack only) or Critical Boost (Attack only, vs targets with 0 Endurance).

Apply the Result

Ie: All damaged characters suffer ‘X’.

Skill Lists

» All PC groups should have someone trained in Apothecary (for healing rolls) and Pathfinding (for navigation).
» See Skill Roll rules on pg: 14.
» See Arcane Roll rules on pg: 30.

Primary Skills

Wealth

Your knowledge of economic patterns, access to money, ability to barter, create and manage production and distribution systems.

Fragged does not track individual units of money. If you wish to purchase an item or service you should make a Wealth Skill Roll for a minor expense, or a Wealth Acquisition Roll (pg: 50) for a costly expense. Coin Trade Goods (pg: 52) may also be used to grant +1 (Stacks) to a failed roll where money would help.

Key Areas:
» Business.
» Contracts.
» Economics.
» Personal wealth.

Example Uses:
» Barter for items or services.
» Estimate the value of an item.
» Manage risk.
» Purchase an item or service.
» Calculate interest (Toolbox).
» Interpret a complex financial contract (Toolbox).
» Cut and polish a rough gem (Workshop).
» Create a legal contract (Workshop).
» Find gaps in the goods market (Workshop).
» Learn where a trade good is valued (Workshop).
» Manipulate market prices (Workshop).

The Next Round is on Me!

Tankards clinked and laughter filled the air as Sir Roland celebrated at the tavern, a hero among the grateful locals for slaying a rampaging Troll that threatened their village. With a heart as generous as his sword was mighty, he purchased drinks for all, raising a toast to victory and peace.

No roll would be required if Roland were to purchase a drink for himself, as it would be a routine and risk-free task. To buy drinks for a dozen locals would require a Wealth Skill Roll of 12. As the tavern is full of locals celebrating Sir Roland's victory, he must spend a Spare Time Point and pass an Acquisition Roll of 12t. The GM says this may also count as Honour Roll, granting him +1 Honour point (see pg: 53).

Persuasion (Foc)

Your knowledge of and ability to subtly communicate with others.

Key Areas:
» Acting.
» Conversation.
» Deception.
» Diplomacy.

Example Uses:
» Befriend/seduce an NPC.
» Eloquent conversation.
» Gather rumours.
» Lie to an NPC.
» Mediate a dispute.
» Secretly gather information through casual conversation.
» Create and use a simple disguise (Toolbox).
» Create and use a complex disguise (Workshop).
» Arcane Rolls: Enchantment (Mind (subtle control), Demon/Fey (cunning deal)), Wylding (Mind (subtle emotion manipulation)).

Leadership (Str)

Your knowledge of and ability to forcefully influence others through pressure and strength of personality.

Key Areas:
» Command.
» Intimidation.
» Oratory.
» Organising people.

Example Uses:
» Cause an NPC to fear/respect you.
» Cause an NPC to pay attention to you.
» Charm an NPC who respects power.
» Gather people together to fight or act.
» Have an NPC follow your orders.
» Make a speech to a crowd.
» Interrogate a prisoner (Toolbox).
» Interrogation of a hardened prisoner (Workshop).
» Arcane Rolls: Enchantment (Mind (forced control), Demon (force deal)), Wylding (Mind (forced emotion manipulation)).

Encourage - Soothe

During combat you may perform a Leadership Skill Roll with the Prep Action (pg: 67) heal nearby ally (Difficulty = 12).

» Task, Aura 6:
» A character Heals 3 Endurance damage.

» Increase Aura distance to 12 if you're equipped with a Warfare Utility item.

Insight (Int)

Your knowledge of and ability to understand the minds of others.

Key Areas:
» Languages.
» Motivations.

Example Uses:
» Anticipate a person's future actions.
» Understand a person or intelligent monster's motivations.
» Treat mental wellbeing.
» Interpret an unknown language (Toolbox).
» Arcane Rolls: All-Power (prayer), Ancestral Memory, Enchantment (Mind (read and healing)).

Culture (Grit)

Your knowledge of and ability to navigate underclass cultures.

Key Areas:
» Local history.
» Rural, military, poor and criminal-class.
  » Customs & social structures.
  » Religions (practical).

Example Uses:
» Knowledge of a person, place or event of common significance.
» Navigate a rural village or criminal district.
» Participate in a local custom or festival.
» Understand and fit into criminal, seedy, peasant, low-rank soldier, mercenary, sailor, serf and labourer culture.
» Forge documents (Workshop).
» Arcane Rolls: Ancestral Memory, Enchantment (Time (see into rural location OR through a person), Wraiths.

Sophistication (Int)

Your knowledge of and ability to navigate elite cultures.

Key Areas:
» Grand History.
» National Politics.
» Urban, merchant and upper-class.
  » Art.
  » Etiquette.
  » Government & law.
  » Heritage & Coats of Arms.
  » Religions (theology and structures).

Example Uses:
» Knowledge of a prominent person, family, place or heraldry.
» Navigate an urban or upper-class environment.
» Understand a law.
» Understand and fit into merchant, craftsman, guild member, priestly, ranked soldier, noble and aristocracy culture.
» Dress for a formal occasion (Workshop).
» Arcane Rolls: Ancestral Memory, Enchantment (Time (see into urban location OR through a person), Wraiths.

Physical (Mob)

Your ability to endure and perform acts of physical hardship.

» Physical is a good Skill to perform a number of tactical Skill Rolls during combat with the Prep Action (pg: 67).

Tackle

During combat you may perform a Physical Skill Roll against an adjacent enemy to Tackle them (Difficulty = 10 to 18, based on strength and size differences):

» Task, Aura 1:
» May Suppress you and another character for the next Turn.
» The winner may move the other character a number of spaces equal to 'their Strength – their opponent's Strength' (+1 distance if they're Tiny, -1 if they're Big).
» If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them.

Trick / Shove

During combat you may perform a 'Persuasion, Leadership, Physical or Cunning' Skill Roll against an adjacent enemy to Trick or Shove them (Difficulty = 14 to 18, based on approach):

» Task, Aura 2:
» Move an enemy 2 spaces: no harm through movement.

» +2 to Skill Roll if you're using a Blade Weapon.
» May move enemy backwards 1 space and cause harm if you're using a Hammer/Shield Weapon.
» Increase Aura distance to 8 if you're using a Range Weapon.

Key Areas:
» Acrobatics.
» Athletics.
» Endurance.
» Resilience.

Example Uses:
» Assist a person with any physical activity.
» Break your fall.
» Catch a person/object.
» Climb, swing, jump, etc...
» Endure physical hardship for a long time.
» Force a door or chest open.
» Hold your breath for a short time.
» Understand a person's physical abilities and health.
» Climb cliff (Toolbox).
» Study a martial art (Workshop).
» Arcane Rolls: All-Power (amplify your body), Essence (amplify your body), Techno-Magic (gadgets for your body), Wylding (mutate your body).

Resolve (Grit)

Your ability to force your mind or body to do as you wish.

Many fear-based abilities (especially from NPCs) have a reduced effect on characters that are Trained in the Resolve Skill, and have a further reduced effect if they also have a Resolve Toolbox.

Key Areas:
» Act on your Drive (see pg: 28).
» Bravery.
» Conviction.
» Self-reflection.

Example Uses:
» Act against your convictions.
» Challenge a powerful foe.
» Maintain composure under pressure.
» Push your physical or mental abilities past normal limits (may cause you harm).
» Resist fear, stress or interrogation.
» Manage your mental wellbeing (Toolbox).
» Arcane Rolls: All-Power (barrier), Ancestral Memory (ancient past).

Awareness (Foc)

Your deductive reasoning and ability to perceive your environment through your senses.

» Awareness may NOT be used for Acquisition Rolls (pg: 50).
» Awareness may be used to remove the Stealthed effect (Difficulty = 12 to 16).
» Keywords that reduce Visibility Cover (pg: 71) against enemies reflect enhanced perception (ie: light source, keen hearing/eyesight, etc...) and may grant a Description bonus to some Awareness Skill Rolls.

Key Areas:
» Deduction.
» Investigation.
» Perception.
» Searching.

Example Uses:
» Decode cryptic message.
» Identify weak points in a foe.
» Locate a hidden object.
» Locate a Stealthed character (they lose Stealthed).
» Notice an obscure detail/clue (may require Toolbox).
» Reconstruct events based on clues (Toolbox).
» Examine small amounts of trace evidence (Workshop).
» Arcane Rolls: Enchantment (sense Nix/Fey dust), Techno-Magic (gadgets for sensing), Wylding (mutate your senses).

Stealth (Mob)

Your knowledge of and ability to hide yourself, actions and objects.

Stealthed

While gaining Cover against all enemies you may perform a Stealth Skill Roll (normally via the Prep Action (pg: 67) during combat, Difficulty = 10 to 20, based on enemy observance).

Outside of combat a character should only need to attempt a new Stealth Skill Roll if a situation is drastically changed (ie: a guard becomes alert).

The GM may also allow a single character with a Stealth Toolbox to roll a Stealth Skill Roll for a small group of people (ie: all PCs) outside of combat by increasing the Difficulty of the roll by 4.

If successful you become Stealthed:
» You move at 1/2 speed.
» You may not be perceived or Attacked by your enemies.
» Ignore enemy Resistance.

You lose Stealthed if you:
» Hit with an Attack (including Assault Skill Roll).
» You lose Cover against any enemy facing you.
» An enemy performs a successful Awareness Skill Roll on you (Difficulty = 12 to 16).

Key Areas:
» Hide.
» Locks and security systems.
» Sleight of hand.

Example Uses:
» Hide yourself or an object.
» Locate a hidden object.
» Steal an item (including pick pocketing).
» Pick a lock or set/disarm a trap (Toolbox).
» Hide a small group of people (Toolbox).
» Hide from an exotic sense of detection (Toolbox).
» Create a camouflage outfit (Workshop).
» Arcane Rolls: All-Power (perfect steps), Enchantment (Mind (cloud other minds)), Essence (Darkness Ethereal), Techno-Magic (invisibility), Wylding (camouflage).

Pick Pocket

Whilst in a crowded market, Leah wishes to pluck the purse of a specific noble lady. Seeking to extract a key to her manor and a few coins. The GM states that these two actions of hiding and sleight of hand will require a single Stealth Skill Roll of 14.

She rolls a 16, and swift as a shadow she cuts the purse string and vanishes into the bustling throng of colour and activity. Leaving her unaware victim to discover the loss too late.

Apothecary (Ref)

Your knowledge of and ability to heal life.

» See full damage rules on pg: 17.

» Apothecary is a good skill to remove many negative effects: such as Burn and Bleeding.

First Aid

Outside of combat you may perform an Apothecary Skill Roll on nearby allies to heal them of recently dealt Attribute damage (Difficulty = 12, 14 if you are included):

» Task.
» Heal 2 Attribute damage to all nearby characters that was dealt in the past 5 minutes.
» May only be successfully applied once per character and outside Combat (see pg: 74 for more details).

Care

During Downtime you may perform an Acquisition Roll on a nearby ally to heal Attribute damage (Difficulty = 12t, 14t if yourself):

» Task.
» Heal 3 Attribute damage to a character.

Key Areas:
» General wylding.
» Healing.
» Illness

Example Uses:
» Determine the status of a patient.
» Bind a wound.
» Create an antidote (Toolbox).
» Cure an ailment (Toolbox).
» Heal major illness (Workshop).
» Identify mysterious cause of death (Workshop).
» Arcane Rolls: All-Power (healing), Essence (Life Ethereal (healing)), Wylding (healing).

Complicated Cure

Threatened by a plague that is ravaging his land, Lord Baldur Tredeki has hired the alchemist Eirikr to brew a cure.

This is a complicated task, and Eirikr must first pass a suitable Skill Roll of 12 with Apothecary or Forestry to determine the required rare ingredients. Once the materials are collected he will need to pass an Apothecary Skill Roll of 14 and have a weeks access to an Apothecary Workshop.

Metallurgy (Grit)

Your ability to construct technologically advanced objects that mostly consist of metal.

Key Areas:
» Automatons (including Golems and Children of Pol).
» Blacksmithing (including minerals).
» Energy.
» General techno-magic.

Example Uses:
» Identify a mineral.
» Identify/use techno-magical object.
» Create jewellery (Toolbox).
» Power and techno-magic artefact (Toolbox).
» Repair armour or weapon (Toolbox).
» Craft crossbow (Workshop).
» Create a metallic alloy (Workshop).
» Forge metal object (Workshop).
» Arcane Rolls: Essence (Air Ethereal (lightning), Fire Ethereal, Earth Ethereal/Elemental). Techno-Magic (Death, Fire, Lightning and Metal (ore, magnets and gravity). Control Automatons (with correct tools and access)).

Construction (Str)

Your ability to construct large and low-technological objects that mostly consist of plants, wood, stone and animal parts.

Key Areas:
» Carpentry.
» Leatherworking and tailoring.
» Mining.
» Stonemasonry.

Example Uses:
» Identify structural quality.
» Construct a small or moderate-sized building (Toolbox).
» Construct a war machine (Toolbox).
» Craft bow (Toolbox).
» Craft wooden/stone tool (Toolbox).
» Mine ore (Toolbox).
» Repair war machine (Toolbox).
» Tan leather (Toolbox).
» Construct a large building (Workshop).

Team Effort to Construct a Palisade

Must PCs must shift from warriors to builders. With axes and determination, they wish to erect a sturdy palisade wall around a frontier village that is threatened by Chomper raiders.

Each PC must pass a suitable Skill Roll to gather wood (Physical or Forestry), organise the villagers (Leadership), watch for enemy scouts (Awareness) and build the wall (Physical and Construction). At least one of the PCs must pass a Construction Skill Roll of 14 to ensure the wall is sturdy and strong.

Monsters (Int)

Your ability to understand and work with monsters.

Key Areas:
» Divine Servants (including Angels, Archons, Demons, Neph Spawn and Vampires).
» Neph Spawn (including Chompers, Dragons (including Dracim, Drakes, Wyverns, etc...), Giants. Therianthropes, Trolls and Vampires).
» Wraiths.

Example Uses:
» Communicate with an intelligent monster.
» Distract a monster with the correct food.
» Extract poison from a monster corpse.
» Identify a monster's nest/tracks.
» Understand a monster's motives and intentions.
» Understand a monster's nature and abilities.
» Work with poisons and toxins from a monster (Toolbox).
» Hatch a monster (Workshop).
» Arcane Rolls: Essence (Death Ethereal, any Elemental (death, destruction, mutation and poison)), Wylding (death, mutate others, poison).

Forestry (Ref)

Your ability to understand and work with animals and plants.

Key Areas:
» Animals.
» Elementals, Ethereal Spirits and Fey.
» Hunting and gathering.
» Plants (including wylding corrupted plants).

Example Uses:
» Cultivate and improve the health of plants.
» Forage for food.
» Ride an animal in a difficult situation.
» Understand an animal or plant's nature and abilities.
» Understand an animal's motives and intentions.
» Hunt or fish (Toolbox or ranged weapon).
» Set a trap (Toolbox).
» Train animals (Toolbox).
» Work with poisons and toxins from animals or plants (Toolbox).
» Breed animals (Workshop).
» Arcane Rolls: Essence (Cosmic Ethereal (fate and luck), Life Ethereal (plants)), Wylding (plants).

Jumping a Creek

Oliver is riding his trusty stag Thunderhorn in pursuit of an enemy messenger. To encourage his mount to leap a rocky stream in a single bound he must pass a Forestry Skill Roll of 12. He unfortunately rolls a 10 and Thunderhorn hesitates, losing momentum and must now carefully trot across the waterway.

Pathfinding (Foc)

Your ability to navigate long distances and traverse through difficult environments.

Dangerous Journey

Every time the PCs travels a long distance a character should perform a Pathfinding Skill Roll. The world is a dangerous place, and PCs should expect to be occasionally lost or delayed by trouble (such as bandits, monsters or strange magical effects).

» Optional Rule: Travel is safe.

Key Areas:
» Astronomy.
» Navigating difficult environments.
» Nix/Fey Dust.
» Sailing.
» Weather.

Example Uses:
» Find a shortcut.
» Forecast the weather.
» Plan a path for a long journey.
» Plan provisions for a long journey.
» Sail a ship.
» Track over a long distance.
» Create a map (Toolbox).
» Plan the creation of a road (Workshop).
» Arcane Rolls: Enchantment (portals and time (change flow)), Essence (Air Ethereal (weather, wind), Water Ethereal/Elemental), Techno-Magic (air (wind) and water).

Tracking the Evil Seraphina

Lord Caius is in relentless pursuit of a malevolent Radiant Knight named Seraphina. The trail of blood left in her wake demands justice, and Caius must capture or slay her before she crosses into the Holy Kingdom of Catla and beyond his reach.

Caius must pass a Pathfinding Skill Roll of 12 to follow her trail, 14 to reach her before she crosses the national border, or 16 to get ahead of her to set a trap.

"No Kaltoran is a whole person. They are not just connected to their families, they 'are' their families. To be a Kaltoran is to be your parents, grandparents, great-grandparents and great-great grandparents."

– Ancient Kaltoran saying.

Combat Skills

» These Skills are rarely used out of combat and never for Acquisition Rolls.
» All Skill bonuses and penalties are added to all corresponding Weapon's 'Hit' (ie: Finesse +1 grants +1 to Hit chance on Daggers).
» These Skills may also assist with Minor Combats (pg: 17) and Tactical Skill Rolls (pg: 193).
» Combat Skill may have up to 2 Traits per Skill (normally 1).
» See Minor Combat rules on pg: 17.
» See Combat rules from pg: 66.

Finesse

Your knowledge of and ability to use common weapons that primarily make use of your agility: such as swords, spears and small bows.

Brawn

Your knowledge of and ability to use common weapons that primarily make use of your strength: such as axes, maces and heavy bows.

Cunning

Your knowledge of and ability to use common weapons that primarily make use of your mind: such as magical caster weapons, coordinate groups of fighters, and your ability to make effective tactical decisions in large combat situations.

Add Skill to Weapon's Hit Bonus

Aris has a -2 penalty to his Finesse Skill and a +2 bonus to his Brawn Skill. He adds his -2 penalty to his Dagger's (a Finesse Weapon) "Hit" stat for a total of +0, and he adds his +2 bonus to his Massive Axe (a Brawn Weapon) for a total of +5.

Improvised Attack - Assault

Ajax crept behind the unaware guard. With a swift strike, he drove his sword's pommel into the man's skull - the GM asks him to perform a Brawn Skill Roll with a difficulty of 12 to knock the guard out. He rolls a 15 - THUD! The guard stiffened, then collapsed, unconscious. Ajax smirked and slipped past into the night.

If this was during combat or against an aware target, Ajax would have dealt just 3 General Damage (pg: 72).

Shield Up - Guardian

"Anne, protect me!" the techno-mage shouted, eyes wide as enemy arrows rained down around them. Anne performs the Prep Action (pg: 67) to move forward to position her shield in front of him - the GM asks her to perform a Cunning Skill Roll with a difficulty of 14 to grant her ally Light Physical Cover (pg: 70) until her next Turn. She rolls a 17, a success!

» Combat Skills may also be used to perform a number of Tactical Skill Rolls during combat with the Prep Action (pg: 67).

» See full list of Tactical Skill Rolls on pg: 193.

Assault (Improvised Attack)

During combat you may perform a Finesse or Brawn Skill Roll against a nearby enemy to hit them (Difficulty = 12 to 16, based on their combat skill).

» A character suffers 3 General Damage

» Increase General Damage to 4 if you're using a '2 Handed, Large, Blade/Hammer' Weapon.
» Increase number of affected people to 2 if you're using a Dual Weapon.
» At the GM's discretion (ie: your surprise a target outside of combat), this may make the target unconscious.

Feint

During combat you may perform a Finesse, Brawn or Cunning Skill Roll against an adjacent enemy to reduce their guard (Difficulty = 14 to 16, based on their combat skill).

» Task, Aura 2:
» You and a character suffer -2 Defence and Resistance until your next Turn (Does not Stack).

» You do not suffer any penalties if you're using a Dual Weapon.
» +2 to Skill Roll if you're using a '1 Handed Blade/Hammer' Weapon.

Guardian

During combat you may perform a Finesse or Cunning Skill Roll against an adjacent ally to defend them (Difficulty = 14).

» Task, Aura 1:
» An ally gains Light Physical Cover (no Stealth) until your next Turn (must remain within Aura area).

» May affect 2 characters if you're using a Dual Weapon.
» +2 to Skill Roll and may affect self if you're using a Shield Weapon.

"If it doth glow, just say no."

- Quinyx Goldtower,
warning Stonevale locals of a wylding infestation.

Bonds & Drive

- PCs gain a narrative Drive at character creation.
  - These are connected to one of the following Bonds: your lord, religion, mentor, friend or rival.
  - Drives may be freely changed between game Sessions with the GM's permission.
- When performing a Skill or Acquisition Roll that is strongly aligned with your Drive you may use your Resolve Skill instead of a more suitable Skill.
- The GM may force a PC to act according to their Drive by asking them to perform a Resolve Skill Roll (typically of Difficulty 12 or 14).
  - PCs who fail this Skill Roll are NOT forced to act.
  - PCs who pass this Skill Roll are forced to act unless they choose to suffer 1 damage (no Armour or First Aid healing roll) to a random (1d3+3) Attribute.

A character's Drive is an important underlying motivation that compels their actions and decisions within the game, shaping their narrative journey. Whether it's a quest for revenge, search for love, desire for power or service to a god. A PC's Drive gives depth and attachment to the world that may fuel their narrative development and get them into trouble if it is not controlled.

Bonds & Defining Your Drive

When creating your PC you should define the following Bonds: your lord, religion, mentor, friend or rival. These are narrative tools to be used by you, the GM, and other Players. These Bonds may be NPCs, or other PCs (especially 'friend').

Your Drive must be connected to your Bonds. This will link your PC to an external character that has influence over their Drive. When defining your Drive, use clear, focused and strong language. This will not only help you to role-play your character but will also help the GM and other Players to bounce their narratives off your character.

> The Drive "I wish to complete my mentor's life-long purpose to kill the Dragon King Languorem and liberate all Dracim slaves from all masters" is effective as it uses strong language, has clear goals and is well-connected to the character's mentor.

Drives may include single or multiple objectives, be practical or philosophical. Broader Drives allow more opportunities to use its roll boost but may also grant GMs more opportunity to force your character to act.

Changing your Drive

Drives should be tested and explored, gaining nuance in their expression and changed throughout the course of a game. PCs are encouraged to change and grow as they gain new perspectives and work through their Drives. At times, a Drive may also be resolved. You should let your GM and other Players know about your character's changed perspective and new motivations.

Willpower

Substituting your Resolve Skill for another Skill is a reflection of a character using sheer force of will and clarity of purpose to fulfil an objective. This should be reflected in the narrative outcome of their Skill Roll: such as taking more time to complete their task or the result being rough in its execution. Skill Rolls that require technical knowledge should be particularly difficult to justify.

Forced Actions

The GM forcing a PC to act according to their Drive should be a rare and noteworthy narrative moment, especially if it risks getting a PC into trouble. It is impossible to say how frequently a GM should use this option, but roughly "once per 3 PC uses of their Drive" can act as a rough guide.

If a PC is not acting in accordance with their Drive, then the GM should feel free to use this option more frequently.

Tracking Chomper Scout, Untrained Skill Roll

Marcella Lightstorm has a Drive to care for the harmony of nature. Her party is currently investigating reports of Chompers in a forested region around a small village. Chompers are vile Neph Spawn creatures who will not only raid the village to death, but will also destroy the forest if they move into the region.

Marcella spies a Chomper scout with an Awareness Skill Roll. She wishes to secretly follow the scout back to its nest, but she is untrained in Stealth and does not wish to lose track of the scout by returning to her party for help. She uses her Drive to justify her hatred of Chompers and substitutes her Stealth Skill (-2) for her Resolve Skill (+2).

Techno-Magic Door, Untrained Technical Skill Roll

The witch hunter Tiberius Senk has an intense Drive of hatred towards the evil god Dos. He and his companions have located a techno-magical door that leads to a cultists's enclave beneath the city, but none are Trained in Metallurgy.

No amount of hatred for Dos will grant Tiberius the technical knowledge needed to open the door, but he has access to a library and lots of time. The GM allows Tiberius to substitute his Resolve Skill for Metallurgy, but the process will take him at least two weeks.

Prevent Theft, Forced Action

Sir Walter has a Drive to serve his liege and uphold all of his laws. He witnesses a companion stealing a key from an evil merchant, but he does not want to prevent this as it serves the greater good. The GM attempts to force him to act by performing a Resolve Skill Roll. Sir Walter fails this roll, allowing him to choose not to act.

Example Drives

» The example Drives listed here are intended to inspire both PCs and GMs and we encourage you to create more.

Friend

Dracim – Found Family
"The bonds of blood are irrelevant – as my parents are monsters and my siblings are as numerous as the stars. I am fiercely loyal and protective of my friends as they are my true family."

Remnant – Holy Debt
"I was born a slave and was liberated by an unlikely friend – a holy lady who sacrificed her social standing and place within the Eternal priesthood to gift us freedom. I will repay my great debt by rising within the faith to restore her place."

Twin Blooded – Rise to Glory
"My friends and I grew up in slums and orphanages, two dozen street kids all eager to leave our mark on the world. I will do anything to elevate my name to legend and achieve true greatness."

Lord

Kaltoran – Rebellious Child
"I despise my noble parents, their well-crafted public image and our so-called ideal family lineage. I will break the pride and drag the reputation of all arrogant rulers through the mud."

Legion – Loyal Soldier
"I have seen first-hand the devastating effects of cowardice, disloyalty and rebellion. I have sworn a vow of service to my liege and despise all oathbreakers."

Tolatl – Success is all that Matters
"My lord is brave, moral, pious and (formally) popular… but all that matters, in the end, is that they are the fool who led our lands and people to devastation. All that matters to me is success and the avoidance of failure."

Mentor

Dracim – More than Monsters
"My mentor taught me that we Dracim must show the world that we are more than monsters designed only to fight and die for Dragons. It is my burden to prove to others that I am worthy of their respect and trust."

Kaltoran – Dark Past
"I'm haunted by terrors and dark memories from my ancestors. My mentor has taught me to combat these by pursuing positive experiences and avoiding mental anguish."

Remnant – Ambitious Tarqûn
"My mentor always said that a Tarqûn without land is no Tarqûn at all. I will prove my worth by purchasing great tracks of land and estates to call my own."

Twi-Far – Guiding Spirit
"When I was a child I was saved from drowning by a kindly water spirit who taught me their ways. Ever since then I have been eager to meet every kind of new spirit. To learn from them, protect them and to bring peace to their domains."

Religion

Creet – Divine Distrust
"The gods are not to be trusted. even those who do not wish us harm will cause trouble when they move. They are too large and we are too small for this to ever change. I will do my best to avoid their attention."

Tolatl – Eternal Preacher
"We were created by the Eternal gods, and they offer gifts to those who serve them and harm to those who bring them displeasure. I encourage all to participate in their rituals, temples and to pay them and their priests due respect."

Twi-Far – Fey Steward
"The realms of the fey have been neglected by their Remnant stewards and poorly attended to by my fellow Ta'Di witches. I will learn their ways and care for those that I can."

Twin Blooded – All-Faith Convert
"I know the All-Being to be the one true god, as he and his All-Monks reached out and accepted me when no others would and when I had nothing to offer in return. I will preach his message of peace and truth to all, and reveal the lies of the other faiths."

Rival

Creet – Hatred of Druids
"The Druids enslaved my forebears, drove us from our ancestral homes and exposed us to the attention of Dos. I hate all who make use of their wylding magic, even those who serve the new goddess of life and death."

Kaltoran – Endless Feud
"My great-great-grandmother's second cousin was killed by a drunk Remnant All-Monk… or she possibly ran off to marry him. Either way, I have inherited her burning hatred of all Remnant and followers of the All-Faith religion. My instincts tell me to take every opportunity to cause them trouble."

Remnant – Vengful Merchant
"I lost my business and family to bandits. All criminals should be hunted down and given eye-for-an-eye justice."

Tolatl – Disgraced Courtier
"My friend-turned-enemy exploited my naivety and trust to turn my fellow royal courtiers against me for their own gain. They brought me to ruin, but I will get my revenge and I will never allow my trust to be exploited again."

Arcane Rolls

» Any Skill or Acquisition Roll may be turned into an Arcane Roll.
  » The Difficulty of this roll should be at least 14.
  » Success will allow the character to narratively bend the normal laws of reality in a way that fits their arcane power.
  » The greater the narrative bend and control you wish to gain, the harder the Arcane Roll Difficulty. Possibly even requiring specific tools or in-game actions.
  » Failure always results in an additional negative Unexpected Consequence (see pg: 16), two if they fail by 4 or more.
» There are 6 arcane power groups: All-Power, Ancestral Memory, Enchanter, Spirit Guide, Techno-Mage and Wylding.
  » Gaining access to these requires you to be a specific Species (pg: 154) or have a specific Resources Trait (pg: 158).
» See Skill Roll rules on pg: 14.

» See list of example Arcane Rolls from pg: 194.
» The example Arcane Roll listed on these pages are intended to inspire GMs and PCs, and we encourage you to create more.

While the Fragged setting is built upon a foundation of logic, from the perspective of all characters within the setting there are forces that will always transcend their comprehension. Most commonly in the form of technology that was left behind by beings from other planets that is so advanced it is called magic or divine.

Arcane Rolls are a way for PCs to have greater control over the narrative by expanding what they can achieve with their Skills or Acquisition Roll and adding additional drama to a session. Players are responsible for narratively justifying their Skill choice when they perform an Arcane Skill Roll.

Arcane Themeing

Each Arcane power group has its own narrative about where it gains its abilities, its spheres of power, its limitations and the cultural perceptions of its users. When PCs and GMs are creating new Arcane Rolls they should carefully consider all of these points. The details of each Arcane type are spelt out on the following pages.

Arcane users are encouraged to select items (Weapons, Utility, Outfit, etc...) that narratively match their powers (this is especially important for essence users and techno-mages (pg: 40) as this may affect your Arcane Roll options). There are many items that have an attached magic theme, PCs and GMs should feel free to change these names and themes if suitable.

A Fire Blade Variation that applies the 'Burn' effect may be changed to a Mind-themed Blade Variation that still applies the 'Burn' effect but it is fear-themed and not fire-themed. This may change what Skill Roll is required to remove the Burn effect (Resolve or Leadership and not Apothecary), and things that are 'Strong vs Fire' no longer apply.

Tools & Methods

Characters may use the following tools or methods to augment their Arcane Roll.

Acquisition Roll

» Especially powerful or permanent effects may require an Acquisition Roll (costing a Spare Time Point) rather than a Skill Roll.

Difficulty

» +2 Difficulty = +50% to numerical number (ie: change Aura 6 to Aura 9).
» +4 Difficulty = +100% to numerical number.
» Must be declared before Arcane Roll is attempted.

Meditation

» A character may not perform any other action and lose awareness of their environment to maintain a constant effect.
» Some large area of effects may require meditation of at least an hour, or a group of meditating characters with the same Arcane type.

Prep Action

» See pg: 67.
» Used to perform Skill Rolls during combat.

Relics, Items and Rare Knowledge

» Especially powerful or exotic Arcane Rolls may require the use of specific items (ie: a divine relic) or rare knowledge (ie: an ancient tome) to perform.
» These may be a great quest that the GM sets out for the Players, and should grant a bonus to the Arcane Roll.

Toolbox

» Some moderately powerful Arcane Rolls may require access to a Toolbox.
» Commonly required by techno-magic.

Workshop

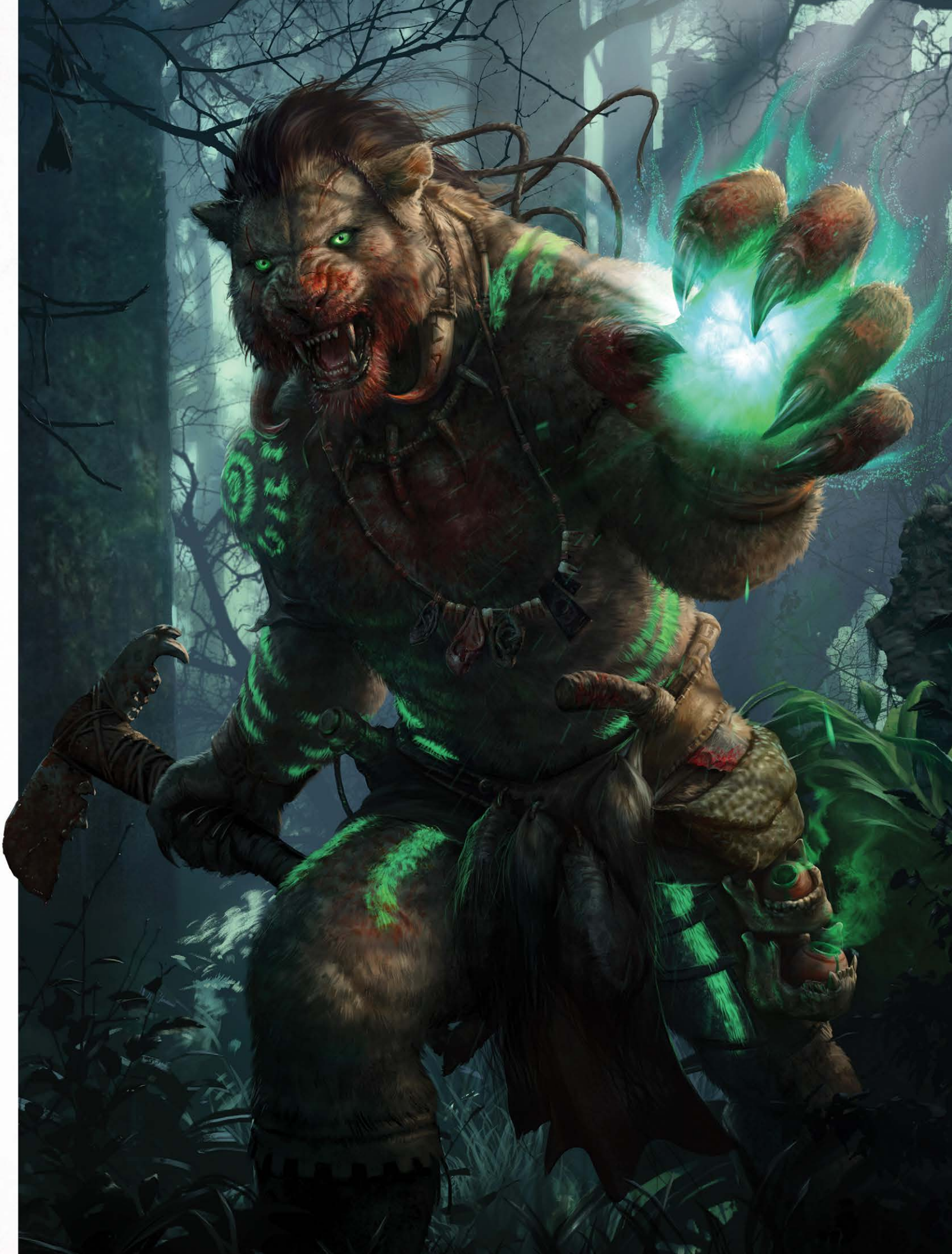
» Some complex or study-themed Arcane Rolls may require physical access to a Workshop.

Keyword: Aura X: Y

» All characters within X spaces of you (or at least one of your Bodies if you're a Companion or Henchmen group) gain Y.

Keyword: General Damage, X

» Suffer X Endurance damage.
» If you're at (or reduced to by this damage) 0 Endurance, then you suffer a Critical Hit with Crit Dmg X.
» Multiple instances (including Stacking) apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage or 2 Attribute damage).
» Not reduced by Resistance.



All-Power

» See Setting Guide book pg: 174 for a full write-up on All-Faith.
» See list of example Arcane Rolls on pg: 194.

The All-Being is the mysterious deity of the monotheistic All-Faith religion. The monks of the All-Faith see him as a holy, benevolent and omnipotent god, while the priests of the Eternal faith suspect him to be the evil god Dos or a malevolent spirit in disguise. Those who worship him are encouraged to seek out his true nature, and GMs should add their own spin on the All-Being's moral code.

The All-Faith has been historically seen as a religion for slaves, the impoverished and ancient Remnant outcasts. While they are viewed with caution by many in the aristocracy and Eternal priesthood's religious elite, they are seen by the common population as a kind and generally well-meaning faith, though a bit odd for their disbelief in the existence of other gods.

Those who use All-Power are known as **All-Monks**, tend to dress in simple robes with wooden beads. They are expert martial artists who use simple staffs, swords, spears, bows and their bare limbs.

Power Source & Limitations

The All-Being may grant a glowing white and gold energy (known as All-Power) to his followers through prayer. This power may be used to amplify the abilities of the user's body, heal and protect. The All-Being may also grant wisdom through visions and dreams, especially regarding morality and the aid of others.

» Selfless acts may grant a +1 or +2 Description Bonus to Arcane Rolls, while selfish acts may apply a -1 or -2 penalty.

» The All-Being will deny the use of his power to any who is acting against his will.
» It is impossible to trick the All-Being.
» All-Power can not be used to directly harm others, but may be used to amplify the user's combat abilities by improving their bodies.

Arcane Roll Failure

All-Power is very safe to use as it never causes direct harm or backlashes like other arcane powers. The All-Being loves to teach his followers to grow and depend on him, possibly asking his All-Monks to place themselves into dangerous positions or to make great sacrifices (even to the point of death). No matter the outcome things always go according to the All-Being's plans... which are never the plans of mortals.

» All-Power Arcane Rolls are relatively safe to fail.
» Arcane Roll failure will usually result in the All-Being trying to teach the user a moral lesson. Usually about truth, grace, kindness, justice, charity, sacrifice or trust in the All-Being (by having them act against what they think is best).

Spheres of Power

All-Power has four main narrative spheres of power, each generally using the listed Skill for their Arcane Rolls:

Amplify your Body

All-Monks are renowned for their ability to push the physical limits of their bodies to amazing limits. Such as perfect balance, holding their breath for hours, climbing a nearly flat wall, running on water, punching through solid stone, microscopic sight, catching a fly with tweezers or an arrow with their hands.

» Physical/Awareness/Stealth = Amplify your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).

Healing

The glowing All-Power energy may be used to heal both minor and major wounds. It has also been known to raise people from the dead if they have uncompleted work to be done. Those who are raised from the dead always hear the clear call from the All-Being to serve him.

» Apothecary = Healing (supersedes other skill choices for healing).

Prayer (Fate & Wisdom)

The All-Being is keen to teach his followers, and will seek to improve their moral character and trust in him. The All-Being communicates through visions, dreams and his holy texts, but may on rare occasions use direct words. While a person's understanding of the All-Being's words may falter, the All-Being claims to never be wrong and in perfect control of all things.

» Insight = Prayer (fate, luck and wisdom).
» Stealth = Perfect Steps (guided by the All-Being).

Shield

While this is a narratively narrow sphere of power that only allows a person to create a magical shield, it is extremely useful as its size is scalable.

» Resolve = Barrier.

"The All-Being does not need us, but he loves to have us. Our labours in his service are akin to a tiny child working a field or in a workshop with their father. The child thinks their work great for the exhaustion they feel, though in truth, they cost more than they give. Still, the father rejoices in their presence, for it is not the work that matters, but the growth it fosters in the child."

– Tatenda Denga, All-Monk.

Holding her Breath - Physical Feat

Under cover of night, Gwenyr swam deep and silent as she made her way towards the rusted grate beneath the castle walls. She wishes to perform a Amazing Feat (pg: 194) arcane ability to hold her breath for an hour. The GM says this will require a Physical Arcane Roll of 16.

She rolls a 16, allowing her to steel her way into the fortress unseen. With a quiet prayer of thanks to the All-Being, she pressed forward with her mission.

Guarding a Merchant - Barrier

As bandits loosed their arrows, Gwenyr knelt beside the merchant's wagon, eyes closed in deep meditation to summon a Barrier (pg: 194). The GM says this will require a Resolve Arcane Roll of 14.

She passes, and a golden light shimmers around her, rising just as the deadly shafts strike. This creates 2 adjacent spaces of Light Magic Cover. As Gwenyr meditates the barrier will grow 2 spaces per Round and block movement.

Hear my Prayer - Wisdom

Kneeling in the dust, Gwenyr clasped trembling hands, eyes lifted to the heavens. Desperation filled her prayer - a silent plea for wisdom in her current woes. She rolls an Insight Arcane Roll of just 12, and the All-Being simply replies in her mind "Wait a little longer my child."

Healing Touch - Heal Acquisition Roll

Gwenyr knelt beside her companion, hands glowing with golden light. Whispering a fervent prayer, she pressed her palms to the injury. This will require an Apothecary Arcane Acquisition Roll of 14t to heal 4 Attribute damage. She rolls a 16 - warmth spreads, pain fades, and torn flesh mends before her eyes.

Guiding Faith - Positive Unexpected Consequence

Gwenyr has just passed an All-Power Arcane Roll by 4, granting her a GM-defined Positive Unexpected Consequence.

The All-Being's words echo in her mind, gentle yet insistent: "Present yourself to the next cultist of Dos that you meet and explain your plans in full." The task seemed foolish, reckless even. Trusting his guidance, she does so and is relieved to learn that this cultist wishes to defect but did not know how.

Sacrifice - Negative Unexpected Consequence

Mid-combat, Gwenyr has just failed an All-Power Arcane Roll by 4, subjecting her to two GM-defined Negative Unexpected Consequences.

Gwenyr feels the overpowering presence of the All-Being, and her heart fumbles, consumed by an overwhelming sense of unworthiness.. She suffers -2 Combat Order until the end of the combat, and -8 Max Endurance damage.

Example Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Healing Prayer (Potent Power)	3d6	-2 +Skill	5 -> 10	20	Focus	3	Special, Magic - Life (Heal).	14t, 1 Kn*	3
2 Handed, Slots +1, Small, Strong Hit (4-6), Innate, *Must be able to perform All-Power Arcane Rolls, **Modifications:** Ability, Hefty.									
Strong Hit: **Heal: Aura 6:** A character heals 2 Endurance and then removes a negative effect that would normally require a Skill Roll to remove.									
Golden Palm & All-Shield (Mace)	2d6	+3 +Skill	2	2	3 +Foc +Str	4	Hammer, Primal.	2x 12t, 1 Kn*	3
Innate, *Must be able to perform All-Power Arcane Rolls, Optional (2 Handed, +1, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields)), **Modifications:** Ability, Shield - Board.									
Guardian-Strike (Warhammer)	3d6	+Skill	2	3	1 +Focus	4	Hammer, Magic-Protect Ally.	15t, 1 Kn*	3
2 Handed, Strong vs 0 Endurance (+2d6 Hit Dice), Innate, *Must be able to perform All-Power Arcane Rolls, **Modifications:** Ability, Hefty.									
Strong Hit: **Empower - Protect Ally:** An ally gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.									

Example Arcane Abilities	Requirements	Notes	Acquire
Martial Punch	All-Power	Task, **Aura 1:** A character suffers 4 General Damage.	14 to 16
Healing Hands	All-Power	Task, You quickly (5 minutes) heal 4 Attribute damage and all minor ailments (ie: sickness) to an organic character.	14t
Physical Harmony	All-Power	Task, Reduce the negative effects of an environment (hot, cold, low oxygen, radiation, etc...) on you for a day (Does not Stack).	16
Pray for Wisdom	All-Power	Task, You gain special knowledge or advice from the All-Being (who may not be clear or direct, but is never wrong or malicious) by meditating.	14 to 22

Example Unexpected Consequences	Notes
Positive - Blessed	Gain Light Magic Cover until your next Turn.
Positive - Guiding Faith	The All-Being asks you to do something that appears to be foolish, Gain a benefit if you attempt to follow his directions.
Negative - Sacrifice	You suffer 8 Endurance damage and an ally of your choice heals 4 Endurance.
Negative - Test of Faith	The All-Being asks you to do something that appears to be foolish, There will be trouble if you do not attempt to follow his directions.

Ancestral Memory

» See Setting Guide book pg: 16 for a full write-up on Kaltorans.
» See Setting Guide book pg: 194 for a full write-up on Ta'Di.
» See list of example Arcane Rolls on pg: 194.

When a Kaltoran goes through puberty they will start to gain foggy knowledge of their ancestor's experiences. First through dreams, then as they start to perform actions that their ancestors performed or visit locations where they lived. With some effort a Kaltoran can choose to bring these memories to their mind through meditation and willpower... but they must be careful or they may bring forward unwanted memories, lose their minds to a powerful ancestral personality or remember horrific experiences from the Age of Darkness. Though it is not common knowledge, the ability to draw upon ancestral memories is also shared by ravenous Trolls and Elementals.

Meditating on ancestral experiences is commonly associated with the Ta'Di religion. Though Traditional Ta'Di is viewed with some scepticism by mainstream Eternal priests, Reformed Ta'Di that acknowledge the godhood of the Eternal pantheon is seen as culturally acceptable. Kaltorans are also well known for families that specialise in specific skills and multi-generational grudges that refuse to die as the memories that formed these are reinforced as each new generation comes of age.

Power Source & Limitations

Those who wish to access the memories of their ancestors will commonly pause for a short time, close their eyes and seek to carefully locate and unlock a deep experience within their mind.

» Kaltorans and Elementals may only bring forward memories from those who are related to them. These memories are stored within a person's mind and only memories that were created by their parents before their conception, by their grandparents before their parent's conceptions, and so forth, can be drawn upon.
» Trolls may absorb the memories (and personality) of other Trolls and Kaltorans that they eat.

Arcane Roll Failure

The danger of accessing ancestral memories is dependant on the distance back through your liniage (and ESPECIALLY if going back all the way to the Age of Darkness) and the nature of the person who held those memories (as some of that nature may bleed into your mind for a time).

» Arcane Roll failure normally results in negative memories or unwanted personality traits seeping into your mind for a time.

Sphere of Power

Ancestral Memory has one narrative sphere of power - bringing forth ancestral experiences. Example Skill use for Arcane Rolls:

» Insight = Ancestral Experience (understand an ancestor).
» Culture = Ancestral Experience (rural, poor, criminal or military).
» Sophistication = Ancestral Experience (urban, wealthy or powerful).
» Resolve = Ancestral Experience (ancient past).

Correct Formula - Wisdom

Sarai closed her eyes, breathing deeply as she meditated. Reaching into the depths of her Kaltoran ancestral memories, drawing upon their alchemical knowledge to recall a rare, long-forgotten formula for a potion that might cure the plague ravaging the village. The GM says this will be Sophistication (leaning into the knowledge of her family's alchemists) Arcane Roll of 16. She succeeds with a roll of 17 and now knows the components she must collect to brew the potion with a future Apothecary Skill Roll.

Grudge - Negative Unexpected Consequence

Sarai has just failed an Ancestral Memory Arcane Roll, subjecting her to a GM-defined Negative Unexpected Consequences. While exploring her family memories she is overcome by a powerful experience of her great-great-grandmother being robbed by two Legion thugs; the GM informs her that she will hate Legion for 1d6 hours.

Example Arcane Abilities	Requirements	Notes	Acquire
Ancestral Warrior	Ancestral Memory	Task, You draw upon the skill of an ancient warrior in your family and gain +2 Hit and +2 End Dmg for two suitable Actions , 1 Turn (ie: +2 Defence) or a short time out of combat.	14 to 18
Local Experience	Ancestral Memory	Task, You draw upon the knowledge of a family member who once lived in this region by meditating for an hour.	14
Ancient Wisdom	Ancestral Memory	Task, You Access memories from a distant ancestor by meditating for an hour.	14 to 22

Example Unexpected Consequences	Notes
Positive - Ancestral Fortune	Regain a spent Grit point.
Positive - Familial Skill	You become Trained in a Skill of your choice until the end of the day.
Negative - Deep Dark	You glimpse into the Age of Darkness: three untreated applications of Deep Dark changes your Species to 'Kaltoran - Dark Past' (pg: 155).
Negative - Lose Yourself	Your personality changes in an unhelpful way for 1d6 hours.

Enchanter

» See Setting Guide book pg: 184 for a full write-up on Dos.
» See Setting Guide book pg: 192 for a full write-up on Nix.
» See Setting Guide book pg: 194 for a full write-up on Ta'Di.
» See Fragged Empire 2 Setting Guide book pg: 155 for a full write-up on Psionics.
» See list of example Arcane Rolls on pg: 194.

Enchanters go by many names and have a long and complex history on Akharon, never centre stage but always of significant influence. Theirs is the power over mind and time itself, and the most feared of all arcane powers.

The insane **Demonists of Dos** are the most hated of all enchanters. When gathered together in their secret cabals to their vile god they dress to be feared: tattered black and red robes, glowing eyes beneath horned masks, tattooed skin and carrying mechanical artefacts adorned with flesh and bones. Demon magic focuses on the manipulation of minds, making evil pacts, corrupting magical creatures and fusing enchantment magic with techno-magic. The elegant **Oracles of Nix** dress in fine white or black priestly robes that are adorned with small mirrors and carved bones. The public image of the goddess' worshipers is ever-changing, once feared as necromantic and hedonistic, they are now seen as respectable and wise fortune tellers. Rustic **Ta'Di Soothsayers** dress in unassuming tunics with a thick cloak and a pouch-lined belt. They are rural caretakers who watch over the ancestors for the Ta'Di religion and are known for their traditional wisdom and focus on time magic. **Fey Witches** are the outcasts of the Ta'Di who work with the Fey and have a reputation for exploiting the superstitions of peasants. They prefer large hats, complex robes and love a good theatrical show.

Power Source & Limitations

Enchantment powers are fueled by an invisible Dust that permeates all of Akharon: known to eternal faith as Nix Dust and to the Ta'Di as Fey Dust. Using only their minds, enchanters gather this dust together into shapes and patterns that are used to cast their spells.

» Thick Dust may apply a +1 or +2 Description Bonus to Arcane.
» Thin Dust may apply a -1 or -2 penalty to Arcane Rolls.
» Dust storms may add Unexpected Consequences.
» Dust voids may prevent all Enchantment powers.
» Connecting with an unsettled mind (ie: Children of Pol) always results in a negative Unexpected Consequence.

Arcane Roll Failure

Enchantment is a dangerous arcane power that can form strange anomalous effects: throwing casters through time, creating unwanted mental connections or summoning creatures of the Dust.

» Enchanter Arcane Rolls are dangerous to fail.
» Arcane Roll failure normally results in a strange magical effect on the surrounding area, such as unwanted mental transferences or time alterations. May also summon dangerous Dust creatures, such as Demons, Fey or Wraiths.

Spheres of Power

Enchanters have three main narrative spheres of power, each generally using the listed Skill for their Arcane Rolls:

» Monsters Skill is used for general knowledge of Demons and Forestry Skill for Fey. Persuasion, Leadership, Insight, Culture and Sophistication Skills may also be of some use.
» Pathfinding SKill is used for general knowledge of Nix/Fey Dust.

Mind

Nix/Fey Dust can connect minds and allow for the transference of thoughts. Enchanters can use these to, soothe, nudge ideas or even take control of a person. These powers may work on any organic or intelligent techno-magical (ie: robot) minds.

» Persuasion = Mind (subtle control).
» Leadership = Mind (forced control).
» Insight = Mind (read, harm and healing).
» Stealth = Mind (cloud other minds, and supersedes other skill choices connected to stealth).

Nix/Fey Dust

Demons, Fey and Wraiths are all creatures made of Nix/Fey Dust, and can be summoned and influenced by enchanters. They are also drawn to Enchanters and Dust. Some Demons, Fey and Wraiths may also be directly controlled, but they will hate any Enchanter who attempts to do so.

Dust may also be shaped into portals that allow instant travel across vast distances. Such portals are incredibly powerful, though often short-lived as they quickly disappear after a short time.

» Persuasion = Demon/Fey/Wraith (cunning deal).
» Leadership = Demon/Fey/Wraith (force deal).
» Culture = Control Wraiths (poor, criminal or military person).
» Sophistication = Control Wraiths (wealthy or powerful person).
» Awareness = Sense Nix/Fey Dust (natural flow, Enchantment use and Dust creatures).
» Monsters = Control Demons.
» Forestry = Control Fey.
» Pathfinding = Portals.

Time

Many Enchanters have the ability to glimpse through time to foggy images of the past or future, while extremely powerful enchanters can transport themselves through time.

» Culture = Time (see rural location OR through poor, criminal or military person).
» Sophistication = Time (see urban location OR through wealthy or powerful person).
» Forestry = Time (see into wild location).
» Pathfinding = Time (change flow).

Inplant Thought

Salome focused her mind, slipping into Tolatl techno-mage's thoughts. She wishes to perform a Persuasion Arcane Roll to secretly delve into her target's mind and plant a subtle thought. Expecting ambition and a proclivity towards fixing divine artefacts, she wants to plant a desire to fix a specific mirror of Nix if he ever comes across it.

The GM says this will require a roll of 18, but grants a +2 bonus to her roll as it is well-worded and plays to the motivations of her target. She succeeds with a roll of 17.

Slow Time - Amazing Feat

Salome raised her hands, chanting softly as magical dust swirled around her. With a sharp focus, she drew the power into herself to slow time (and gain +2 Movement and Defence until her next Turn). The GM says this will require a Pathfinding Arcane Roll of 14. She succeeds and in an instant, everything apart from her slows to a crawl.

See Future - Wisdom

Salome's eyes glow pink with arcane power as she casts her mind into the near future. The GM says this will require a Pathfinding Arcane Roll of 14.

She rolls a 14, allowing her to see - but not hear - a blurry vision of the future, showing a party of four strolling towards her location.

Exorcism

Salome stood over the writhing peasant, her voice steady as she chanted incantations. The man's screams echoed through the night, his bloody limbs twisting with each violent convulsion. The GM says it will be a Leadership or Monsters Arcane Roll of 16. Leadership to dominate the demon, and Monsters to allow her to know enough about it to rip it from its host.

She rolls a Monsters roll 17 and with a final word of power, the demon is torn from his body, leaving the peasant collapsed, breathless but free from its tormentor.

Overflowing Dust - Positive Unexpected Consequence

Salome has just passed an All-Power Arcane Roll by 4, granting her a GM-defined Positive Unexpected Consequence.

The invisible Dust of Nix is drawn to her, for a day granting Salome and any other Enchanters near her +1 to their Arcane Rolls.

Blackmail - Negative Unexpected Consequence

Salome has just failed an Ancestral Memory Arcane Roll, subjecting her to a GM-defined Negative Unexpected Consequences.

The Fey wish to be entertained and demand that she play an embarrassing trick on one of her friends or suffer their wrath (-6 Max Endurance damage).

Example Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Mind Worm Staff (Warbow)	2d6	+2 +Skill	5 -> 15	110	1 +Focus	4	Range, Magic - Death (Poison).	16t	3
	2 Handed, Large, Strong Hit (5-6).								
	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).								
Puppet String Wand & Time Barrier (Potent Power)	3d6	-3 +Skill	5 -> 10	20	1 +Focus	3	Special, Magic - Mind (Trick)	2x 14t	4
	2 Handed, Small, Strong Hit (4-6), Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields)., **Modification:** Shield - Board.								
	Strong Hit: **Push - Any:** All damaged characters (or a section of nearby terrain) are moved 2 (3 if Tiny, 1 if Big) spaces in any direction (does not change facing, Stacks).								

Example Arcane Abilities	Requirements	Notes	Acquire
Mind Lash	Enchanter	Task, **Aura 6:** A character suffers 3 General Damage (4 if they're a Demon, Enchanter, Fey or Wraith).	14 to 16
Hinder Time	Enchanter	Task, **Aura 8:** Create 2 adjacent spaces of semi-transparent wall that offer Light Magic Cover and is Difficult Terrain.	14
		Meditating: Grows 1 space per Round of meditating up to one hour and blocks movement (Skill Roll of 14 to pass through).	
Mind Muddle	Enchanter	Task, **Momentum 3 (Instant): Aura 12:** A foe with a mind suffers -4 to their Arcane Skill Roll (Stacks).	14

Example Unexpected Consequences	Notes
Positive - Fickle Friend	A 'Demon, Fey or Wraith' aids you: offering advice, strikes a foe (3 General Damage) or protection (+1 Defence for an hour (Stacks)).
Positive - Gather Dust	+1 to all Enchantment Arcane Rolls near you for a day (Stacks).
Positive - Glimpse Danger	You see the future: gain Heavy Magical Cover against the next Attack against you during this session.
Negative - Dark Deal	Make a deal with a 'Demon, Fey or Wraith' or suffer their wrath (ie: they aid a foe, you suffer -6 Max Endurance damage, etc...).
Negative - Expel Dust	-1 to all Enchantment Arcane Rolls near you for a day (Stacks).
Negative - Vile Curse	Destiny is out to get you: The next Critical Hit against you deals +1 Crit Dmg (Does not Stack).

Essence

» See Setting Guide book pg: 194 for a full write-up on Ta'Di.
» See Fragged Empire 2 Setting Guide book pg: 172 for a full write-up on Faren.
» See Fragged Empire 2 Setting Guide book pg: 175 for a full write-up on Zhou.
» See list of example Arcane Rolls on pg: 194.

Historically the many Ethereal and Elemental spirits of Akharon have been seen as wild and eldritch creatures by most. Though with each passing year, the spirits have moved into new lands and both Twi-Far and Ta'Di Seers are regularly called upon by frontier towns to communicate with them: not only to maintain harmony with nature but to also harness their arcane essence for the benefit of society.

Ta'Di Seers and Twi-Far are well-known arcane practitioners, as their powers are often dramatic and make for great tavern stories. Fireballs, bolts of lightning, walls of ice and calling forth rain are all common powers for those who can wield spirit essence.

Power Source & Limitations

Ethereal and Elemental spirits may lend their powers to those they see as an ally. This usually takes the form of raw energy that can be directed by the essence user. Ethereal spirits can not talk, and must communicate through actions or the transferance of feelings. Large Elemental spirits are highly intelligent but dangerous due to their hunger. Most essance users prefer to make use of smaller Elementals as they are simple and animal-like.

» You must have access to a spirit-themed Weapon, item or ability (ie: you may perform fire-themed Arcane Rolls if you have a fire wand), OR there must be a nearby amicable Ethereal (Faren) or Elemental (Zhou) spirit that will lend you their powers.
» Special Type weapons always count as at least one magic theme of your choice. Even if they do not have a Magic Variation.

» It is a spirit's choice to lend its power to you, and will never willingly help those who act against their interests.
» Ethereal Spirits are common in wildlands far from cities. They do not speak and can have strange personalities.
» Elementals are rare and physical spirits. They are always hungry and are simple-minded if small.

Arcane Roll Failure

Essence tends to explode when used improperly, causing direct harm to the user and/or their environment. Their spirit partners may also be fickle-minded creatures that can become upset or make outlandish (and sometimes hard to understand) demands.

» Essence Arcane Rolls are dangerous to fail.
» Arcane Roll failure normally results in an explosion or communication breakdown between Essence user and spirit.

Spheres of Power

Essence users have three main narrative spheres of power, though the nature of the spirit will primarily determine the required Skill choice for their Arcane Rolls:

» Physical/Awareness/Stealth = Amplify your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
» Stealth = Darkness Ethereal.
» Apothecary = Life Ethereal (supersedes other skill choices for healing).
» Metallurgy = Air Ethereal (lightning), Fire Ethereal, Earth Ethereal/Elemental.
» Monsters = Death Ethereal, any Elemental (death, destruction, mutation and poison),
» Forestry = Cosmic Ethereal (fate and luck), Life Ethereal (plants).
» Pathfinding = Air Ethereal (weather, wind), Water Ethereal Elemental.

» Forestry Skill is used for general knowledge of Elemental and Ethereal spirits. Persuasion, Leadership, Insight and Culture Skills may also be of some use.

Direct Assistance & Mental Connection

Spirits are creatures with their own minds and bodies, and essence users who are on good terms can simply ask them for direct aid as they would any other companion - such as moving objects or attacking a foe themselves. This is easier with Elementals as they have physical forms and can have language.

To communicate with Ethereal spirits as essence users must mentally transfer emotions and perform physical gensters. Ethereal spirits may not have physical bodies, but they can allow essence users into their minds to see and sense what they perceive.

Draw Power

This is the most common technique used by essence users. They draw power directly from a spirit into themselves (or onto their flesh if an Elemental) and then unleash it, typically as a bolt of energy or as a propellant to allow them to fly through the air for a short time.

Eldritch Power

Many wild spirits - and especially Ethereals - have unique and wonderous powers. If an Essence user can form a relationship with them they may be able to make use of these powers while they and the spirit remain in the same location.

These powers can be anything, from instant teleportation to the destruction of entire cities in a black mist. Though connections with spirits that wield such wild and otherworldy powers are always temporary and rare.

Use the Correct Spirit - Create Danger

A deafening roar filled the tunnel as a horde of twisted Neph Spawn monsters surged forward, claws scraping stone, eyes glowing with hunger. Vanya clenched her fists, heart pounding as she calls upon a spirit friend for aid.

Vanya wished to create 2 adjacent spaces of Dangerous Terrain (4 General Damage), and she has access to 3 different Ethereal Spirits. She is a Twi-Far with an internal storm spirit (the same one that powers her Innate lighting Spirit Strike weapon) that could create a wall of lightning. She has an earth spirit (reflected in her Magic Boots utility item that allows her to run along walls and ceilings) that could create jagged rock spikes for her. She has also befriended a sad spirit that haunts these catacombs and could create a deathly field that drains life and hope.

A Metallurgy Arcane Roll would be required to use lightning or earth, and Monsters would be required to use death. Vanya chooses to draw upon her earth spirit friend to create a field of jagged rocks to cut down her foes as they charge. She needs to roll a 14, and is successful.

Lightning Bolt - Blast

Lightning crackled around Vanya's fists as she drew power from her internal storm spirit. She passes a Metallurgy Arcane Roll of 14 and unleashes a blinding bolt of power that deals 4 General Damage to a nearby foe.

Flying - Amazing Feat

Vanya leapt into the air, wind swirling beneath her as she called upon her spirit friend to bend the currents to her will. The GM says this will require a Physical Arcane Roll of 12. She passes, allowing her to fly and gain +2 Movement and Defence for a short time out of combat.

Spirit Sight - Converse

Vanya's heart raced with worry, her pursuers drawing ever closer. She settled into meditation, desperate to connect with a locate a nearby Ethereal spirit willing to lend her their sight. The GM tells her that a Stealth (darkness spirit), Metallurgy (air or earth spirit), Forestry (life spirit) or Pathfinding (air or water spirit) Arcane Roll of 14 is required, but she will have to guess what skill to use as she is unfamiliar with the spirits in this region (the GM secretly writes down what spirits are in the area).

Vanya incorrectly selects Pathfinding, but as she passes the required Arcane Roll she suffers no Negative Unexpected Consequences.

Frustrated Friend - Negative Unexpected Consequence

Vanya has just failed an Essence Arcane Roll, subjecting her to a GM-defined Negative Unexpected Consequences.

In her desperation, she demanded power from her spirit companion too harshly. Her storm spirit recoils in frustration, refusing to lend its power to Vanya until she makes amends.

Example Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Dancing Ember Spirits (Billhook)	4d6	-1 +Skill	2	3	1 +Focus	4	Blade, Magic - Fire (Burn).	12t	2
2 Handed, Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modification:** Arcane Blast. **Momentum 2:** +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng. Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Summon Lightning (Explosive Power)	4d6	+2 +Skill	5 -> 15	25	+1 +Focus	3	Special, Magic-Air (Arc Lightning).	15t, 1 Kn	3
2 Handed, Small, Splash 1, **Modification:** Hefty. Strong Hit: **Lightning - Arc:** -4 End Dmg (min 1) and Cleave +2 (Stacks).									

Example Arcane Abilities	Requirements	Notes	Acquire
Rocket Forward	Essence	Task, You gain +2 Movement, +2 Defence and may fly for two suitable Actions, 1 Turn or a short time out of combat.	12 to 16
Bolt of Power	Essence	Task, **Aura 6:** A character suffers 4 General Damage.	14 to 16
Commune with Spirit	Essence	Task, You send a message by a friendly Ethereal/Elemental spirit.	14
Spirit Eyes	Essence	Task, You see what a friendly Ethereal spirit sees.	14
Elemental Wall	Essence	Task, **Aura 6:** Create up to 2 spaces of adjacent Dangerous (4 General Damage) or Difficult Terrain (not under a character).	14

Example Unexpected Consequences	Notes
Positive - Mysterious Mist	**Aura 2:** You and all allies gain Limited Vision Light Cover until your next Turn.
Positive - Power Swell	Your next Attack during this combat gains +1d6 Hit Dice (Does not Stack).
Positive - Restore Nature	**Aura 6:** Create 4 adjacent spaces of Difficult Terrain.
Negative - Anger Nature	Nearby Ethereal or Elemental Spirits require something of you to prevent them becoming angry.
Negative - Explosion	**Aura 2:** You and all allies suffer 3 General Damage.
Negative - Wild Weather	The weather changes in an unhelpful way (ie: wind, rain, etc...).

Techno-Magic

» See Setting Guide book pg: 180 for a full write-up on the Arcane Wielders of Pol.
» See list of example Arcane Rolls on pg: 194.

Techno-mages are the mainstream magic users within most civilised nations. They repurpose divine materials harvested from relics left behind by the Eternal gods and their servants, especially those from the mad Children of Pol or ruins from the Age of Darkness when gods openly walked upon Akharon. They tinker away in workshops to create both powerful and mundane tools: from glowing orbs that lay waste to their foes in a fiery conflagration of death, to an everyday ice box that preserves food.

Of all the kinds of magic, theirs is the most flexible. This flexibility requires a wide range of tools, gadgets and materials, along with a curious mind and passion for experimentation. Techno-mages tend to wear practical aprons, thick gloves and well-pocketed belts. They are blacksmiths, scholars, tinkerers and explorers all wrapped up into a single person. While the god of magic Pol may be dead, most pay homage to the stewards of his domain: the five Arcane Wielders of Pol of his close friend the god of metal Dray.

Power Source & Limitations

Techno-magic is the repurposing ancient sci-fi technology, such as power couplings, engines, firearms, microwaves, cryogenic fluids, holograms, targeting computers and more. All of these have been at least partially affected by the psionic nanites that infected Akharon, slightly altering them - and especially those with digital interfaces - to appear more fantasy-like. Making use of techno-magic commonly requires tools and a well-stocked workshop.

» You must have access to a techno-magic-themed item (ie: you may perform ice-themed Arcane Rolls if you have an ice hammer).
» Special Type weapons always count as at least one magic theme of your choice. Even if they do not have a Magic Variation.

» Techno-magic is adapted science-fiction technology and should make some logical sense. It is important for PCs to explain how their specific style of techno-magic works. Be sure to have them define their power source (fuel, power cells, etc...) and style of interface (holographic HUD of runes, valves and buttons, etc...).
» Performing a techno-magic Arcane Roll typically reflects a character making use of a gadget or repurposing the powers of an existing item.
  » GMs should not require their PCs to pre-make every gadget that they use. Be narratively flexible and allow them to say that they made their gadget at a previous time or are modifying spare parts for use on the spot.
» Techno-mages will often require a Toolbox or Workshop for their technical Arcane Rolls.

Arcane Roll Failure

Techno-magic tends to explode when it goes bad, possibly creating fireballs, fields of arcing lighting or plumbs of thick black smoke.

» Techno-Magic Arcane Rolls are dangerous to fail.
» Arcane Roll failure normally results in an explosion.

Spheres of Power

Techno-magic has three main spheres of power. The magic type will determine the required Skill choice for their Arcane Rolls:

» Mettallurgy Skill is used for general knowledge of techno-magic and Automatons (including Golems and Children of Pol).

» Physical/Awareness/Stealth = Gadgets for your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
» Stealth = Invisibility.
» Metallurgy = Death, Fire, Lightning and Metal (ore, magnets and gravity), Control Automatons (with correct tools and access).
» Pathfinding = Air (wind), Water.

Alchemy

Techno-magic started out as alchemy, where mages would use harvested components from sci-fi technology to create potions with spell-like effects. Many of these potions are chemical (such as cryo-fluid for ice potions, combustible fuel for fire, etc...), and the most powerful potions are based on 'sparks' (Palantor-created nanites that feed on specific combinations of materials) harvested from Children of Pol or the body of Pol himself.

Binding

The most renowned and vital skill of all techno-mages is their ability to combine different technological objects together to allow them to function... often in ways they were not originally designed for. Many techno-mages have a singular wonderous object - such as a staff or mechanical gem - that is the focus of their efforts. They are so in tune with this object that they are able to bend and twist its powers on the fly.

Runes

This is the field of programming languages such as the common CC (Corp Code) or the rarer AC (Archon Code) and PC (Palantor Code). The topic of runes also covers GUI (graphic user interfaces) elements such as menus, buttons, icons and links. Psionic nanites are altering code to match people's expectations about magic and the Eternal gods, changing the presentation of programs to appear as runic symbols.

The psionic nanites have learned that people expect magic to require complex hand gestures and rituals to perform, especially if they are powerful. They have been altering sci-fi programming to respond to these hand gestures, despite them not previously requiring them.

Available Narrative Options

Izel has two techno-magical objects, a 'Fire - Blast' potion and a power orb weapon with the 'Arcane Mix 2' Keyword set to 'Magic - Cosmic (Quash)' and 'Magic - Air (Tempest)'.

These will allow Izel to attempt Techno-Magic Arcane Rolls connected to fire with the Metallurgy Skill, cosmic (quashing magic) with the Forestry Skill, and air (tempest) with the Pathfinding Skill.

Create a Breathing Mask - Resist Elements

Izel wishes to travel down to the wreckage of a ship. He has an air-themed item and a Workshop, and wishes to build a breathing mask. The GM says this will require Pathfinding Arcane Roll of just 14 if it only helps with breathing, or 16 if it aids with all common environmental difficulties of swimming underwater.

He chooses to only make a breaking mask, and passes the required roll. The mask will last for one hour, may be used by himself or an ally, and will be usable for one week.

Activate a Divine Door - Runes (Programming)

While exploring a divine ruin of the goddess Corp, Izel and his team encounter a locked metal door with a strange techno-magical lock (a control panel). The GM says unlocking (hack or hotwire) the door will require a Metallurgy Arcane Roll of unknown difficulty and a Toolbox. Izel succeeds in deciphering the runes and the ancient door unlocks with an ominous hiss.

Fire Stops Ice - Countercast

The evil Frost Seer performs an Arcane Roll to conjure a wall of snow to create both Cover and Difficult Terrain. In response, Izel channels his magic, seeking to unleash a ball of fire to counter the spell. With a fire-themed item in hand and 2 Momentum (this is an 'Instant' Momentum Ability, so it may be performed outside of his Turn). The GM says this will be a Metallurgy Arcane Roll of 14.

Izel succeeds, summoning an inferno that engulfs the icy spell, reducing it to a swirling puff of harmless mist.

Unexpected - Positive Unexpected Consequence

Izel has just passed a Techno-Magic Arcane Roll by 4, granting him a GM-defined Positive Unexpected Consequence.

The orb shudders in Izel's hand, gears shifting, metal unfolding - its shape twisting unpredictably as it takes on a new form. What could this mean?

Black Smoke - Negative Unexpected Consequence

Izel has just failed a Techno-Magic Arcane Roll, subjecting him to a GM-defined Negative Unexpected Consequences.

Thick black smoke billows from Izel's backpack as acrid fumes carry the scent of burning metal and raw arcane energy. The GM places down 4 spaces of unhelpful Limited Vision Heavy Cover, one over the top of Izel himself.

Example Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Gravity Gauntlets (Great Hammer)	2d6	+3 +Skill	2	2	5 +Focus	5	Hammer, Magic-Metal (Sunder).	16t	4
2 Handed, Large, Strong vs Shield (+2 Hit and End Dmg), Strong vs Shield/Huge/4+ base Armour (+2 Hit and End Dmg), Strong Hit: **Sunder - Terrain:** Destroy (or damage if it is tough) a section of terrain within 1 space of your target.									
Omni Ring (Adaptive Power)	3d6	-3 +Skill	5	10	2 +Focus	3	Special, Techno-Tome.	11t, 2 Kn	1
0 Handed, Small. **Momentum 2:** Arcane Mix 2.									
Glaceous Codex (Potent Power)	3d6	-2 +Skill	5 -> 10	20	Focus	3	Special, Magic - Water (Ice).	13t, 1 Kn	2
Small, Strong Hit (4-6). Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									

Example Arcane Abilities	Requirements	Notes	Acquire
Prime Power	Techno-Magic	Task, Gain +2 Hit and End Dmg for two suitable Actions.	14 to 18
Energy Dart	Techno-Magic	Task, **Aura 6:** A character suffers 3 General Damage (4 if they're a robot (Automaton, Demon of Dos, Golem, or Child of Pol)).	14 to 16
Nullify Magic	Techno-Magic	Task, **Momentum 2 (Instant): Aura 12:** If you can narratively justify a countercast (ie: water to stop a fire spell, life to stop death, etc...) then a foe suffers -4 to their Arcane Skill Roll (Stacks).	14
Grappling Wire	Techno-Magic	Task, **Aura 6:** May grab and move objects at a distance (ie: Tackle, pg: 193). Use your Intelligence vs Str for Tackle.	16 to 18

Example Unexpected Consequences	Notes
Positive - Synergy	**Aura 4:** An ally's next attack during this combat gains +1d6 Hit Dice (Does not Stack).
Positive - Unexpected Power	An additional beneficial narrative effect happens (hinting at untapped potential in your invention(s)).
Negative - Black Smoke	GM places down 4 spaces of Limited Vision Heavy Cover.
Negative - Meltdown	**Aura 2:** You and all allies suffer 4 General Damage at the start of your next Turn.

Wylding

» See Setting Guide book pg: 190 for a full write-up on Nijin & Jinin.
» See list of example Arcane Rolls on pg: 194.

Long seen as the destructive and twisted magic of the evil dragon Languorem and the dead goddess Neph. Wylding magic was used to great effect by ancient druids to lay waste to the Empire of Catla and is still being used by dragons to spread their corruption across the land.

Most commoners are scared of wylding magic as they see it as a means to create monsters, spread sickness and bring about the downfall of civilisation. With the rise of the new goddess of nature - Jinin and Nijin - this perspective is slowly changing as new generations of wylding wielders are using their powers to help farmers with their crops, heal wounded soldiers and cure those afflicted with harsh ailments. Wylding is a magic of life, creation, change, creatures and plants.

Power Source & Limitations

In a similar way to techno-magic, wylding magic requires the use of a magical object to power their Arcane Rolls. Wylding powers usually look like swirls of green slime that flow through the air, wydling-infused seeds and eggs that quickly grow, or clouds of spores. Wylding weilders must grow or harvest fresh wylding from infected plants and creatures, or from the corpses of Neph Spawn.

» You must have access to at least one wylding-themed item (ie: you may perform any wylding Arcane Roll if you have a wylding staff).
» You must gain access to new wylding once a week, or suffer -2 to all Wylding Arcane Rolls (Stacks).

» Wylding is adapted organic science-fiction technology, primarily from the Nephilim, but may also be Vivo or Zhou-based, or possibly even simple med-packs.
» Wylding magic is alive and occasionally has a mind of its own.
» Environments that limit life (such as being underwater, extreme heat, etc...), may limit wylding Arcane Rolls. Wylding may not pass through solid objects.

Arcane Roll Failure

Those who wield its power must be careful to not allow the wylding to escape their control as it loves to mutate, consume and multiply. Wylding is alive, capable of its own thoughts, and if left unchecked, it will inevitably create new monsters.

» Wylding Arcane Rolls are dangerous to fail.
» Arcane Roll failure will normally result in a negative effect on the user's health, possibly even mutating them into a Neph Spawn monster. Failure may also result in a loss of control over a spell as it takes on a mind of its own.

Spheres of Power

Wylding has four main narrative spheres of power, each generally using the listed Skill for their Arcane Rolls:

» Apothecary Skill is used for general knowledge of wylding. Monsters Skill is used for general knowledge of Neph Spawn (including Chompers, Dragons (including Dracim, Drakes, Wyverns, etc...), Giants and Trolls) and Wylding corrupted creatures (including Therianthropes). Forestry Skill is used for general knowledge of wylding corrupted plants. Leadership, Insight and Culture Skills may also be of some use.

Creation & Control

A wylding wielder's workshop is often a garden of rare plants and a menagerie of caged animals. They are particularly famous for their creation of new creatures out of existing stock - such as the Dracim, Fungizombies or new kinds of Neph Spawn.

Some simple creatures and plants - thick with wylding - may be directly controlled by a wylding wielder - such as wylding vines, slimes and Fungizombies without a master.

» Monsters = Creatures.
» Forestry = Plants.

Emotions / Mind

Wylding wielders have the ability to affect the emotions of creatures with spores and potions. A subtle sphere of power, but incredibly effective in the right hands.

» Persuasion = Mind (subtle emotion manipulation).
» Leadership = Mind (forced emotion manipulation).

Healing

Wydling wielders are famous for their healing abilities as this sphere of their power is greatly appreciated by wider society. They may cure any physical wound, though there is a risk of turning their subjects into Neph Spawn.

» Apothecary = Healing (supersedes other skill choices for healing).
» Monsters = Death, Poison.

Mutation

This dark sphere of power is the ability to alter the nature of creatures, plants and themselves. While these alterations can be temporary, they always have a monstrous appearance: such as the sprouting of scales, spines or claws.

» Physical/Awareness/Stealth = Mutate Yourself (supersedes other skill choices for Amazing Feats connected to your body or stealth).
» Monsters = Mutate Others.

Wylding Ingredients

Sigrid possesses multiple wylding-themed items and informs the GM that she regularly forages for wylding plants and harvests body parts from fallen monsters. These gathered materials will serve as fuel for her Wylding Arcane Rolls.

The GM will not require her to describe these regular activities as they can both just assume they're happening when appropriate.

Grow Gills - Amazing Feat

To rescue her companion from ferocious merfolk, Sigrid wishes to mutate her body by giving herself gills and webbed feet. The GM says this will require a Physical Arcane Roll of 16.

She succeeds with an 18. Her breath grows shallow as she starts to suffocate - she needs to enter the water right away. With a burst of speed, she dives into the nearest river, the cool water flooding her lungs as the gills begin to function.

Briar Wall - Barrier

Sigrid scatters wylding seeds around the door that she and her companions have just walked through. She wishes to grow thick thorn-covered vines to slow down anyone who is following them. The GM says this will require a Forestry Arcane Roll of 14.

She succeeds and vines burst forth, twisting and climbing to create an unyielding barrier.

Healing Spores - Soothe

Sigrid cups a handful of glowing spores and blows gently, sending a shimmering cloud swirling towards her weary ally on 0 Endurance. The GMs says this will be an Apothecary Arcane Roll of 14.

She succeeds, and the spores settle, their magic seeping into aching muscles and ragged breath - healing 6 Endurance damage.

Soothing Spores- Positive Unexpected Consequence

Sigrid has just passed a Wylding Arcane Roll by 4, granting her a GM-defined Positive Unexpected Consequence.

Sigrid's magic pulses erratically, unexpectedly releasing a cloud of soothing spores - healing herself and all nearby allies 2 Endurance damage.

Transformation - Negative Unexpected Consequence

Sigrid has just failed a Wylding Arcane Roll, subjecting her to a GM-defined Negative Unexpected Consequences.

Sigrid's body twists under the untameable power of her wydling magic, her limbs elongating, fur sprouting alongside her Dracim scales, and her senses of smell sharpening as she feels the beast grow within. If she doesn't seek help before she suffers two more applications of Transform she will have to change her Species.

Example Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Monstrous Claws (Hatchet)	6d6	-2 +Skill	1	2	2 +Focus	3	Blade, Composite.	11t, 12t	3
Puncture, Optional (2 Handed, Slots +1, +1d6 Hit Dice, +1 End Dmg), **Modification:** Dual Wield - Blade.									
Hulking Fungizombies (Group)	2d6	-3 +Skill	2	2	Focus	4	Companion, Brute.	16t, 1 Kn	4
Defence: 9, **Armour:** 4, **Durability:** 1, **Bodies:** 3, **Mobility:** 4. After you perform 2 Prep Actions in a Turn you may return 2 Durability of Companions Bodies (ie: 2 Bodies with 1 Durability) back to the combat in a suitable (GM defined) space (they may not act this Turn), **Modification:** Summon.									
Lifespore Staff (Potent Power)	3d6	-2 +Skill	5 -> 10	20	-1 +Focus	3	Special, Magic - Life (Heal).	14t, 1 Kn	3
Small, Strong Hit (4-6).									
Strong Hit: **Heal:** Aura 6: A character heals 2 Endurance and then removes a negative effect that would normally require a Skill Roll to remove.									

Example Arcane Abilities	Requirements	Notes	Acquire
Double Vine Lash	Wylding	Task, **Aura 6:** Two characters suffers 3 General Damage.	14 to 16
Briar Wall	Wylding	Task, **Aura 6:** Create up to 2 spaces of adjacent Difficult and Dangerous (3 General Damage, not under a character).	14
Regrow Flesh	Wylding	Task, Heal 4 Attribute damage to an organic character, and a major ailment (ie: missing limb) with access to a Workshop.	14t

Example Unexpected Consequences	Notes
Positive - Soothing Spores	**Aura 4:** You and all allies heal 2 Endurance.
Positive - Wyld Metamorphosis	You or an ally gain +2 Hit, End Dmg or Defence until the end of the day (Does not Stack).
Negative - Attract Predator	A distant but powerful Neph Spawn or Wylding Weilder enemy moves ever closer to your location.
Negative - Living Spell	The GM chooses your next Attack target (will be an enemy if present, but not the one you wanted to Attack).
Negative - Low Wylding	You may only attempt one more Wylding Arcane Roll before you must collect more wylding.
Negative - Transform	You or your target's appearance slightly changes: three untreated applications of Transform changes a character's Species (ie: to Twin Blooded with Neph Spawn, to Therianthrope, from Twin Blooded (with Neph Spawn) to an NPC monster, or death if they're a Tolatl).

Traits

» Characters gain 1 Trait per Level.
  » You may have up to 1 Trait per area: Level, Resources, Influence, each Attribute and each Trained Primary Skill.
  » You may have up to 2 Traits per Trained Combat Skill.
  » See list of Traits from pg: 158.

Traits are the building blocks of the Fragged rule system. Not only do they allow characters to define the nature of their Attributes and add bonuses to Skill Rolls, many also grant unique abilities that may drastically alter how the rules interact with your character.

Selecting a Trait (and especially your first) can be an overwhelming choice when you're new to Fragged. We recommend you look over the 'Your First Character' and 'Play Style Icon' advice on pg: 10 for helpful tips.

Select Traits that Make Thematic Sense

Choose Traits that match your character's existing personality, history or Skill use. Traits can also represent your character developing or changing throughout play, the emergence of a latent ability or a new ability that they have gained through training.

Specific Boost

Many Traits modify Weapons with a specific Keyword, Modification, Type or other category.

"+1 End Dmg, Shield." grants +1 End Dmg to all of your Weapons with a Shield Modification.

Requirements

All requirements must be met before a Trait may be selected.

» Arcane Power: You must have a specific Arcane Power (ie: all-power, enchanter, essence, techno-magic or wylding).
» GM Permission: This Trait has the potential to unbalance the game and/or require more work from the GM. You will need to get their permission to select this Trait.
» Knack (X Kn): To gain the benefits of this Trait you must first pay X Knack points. If the amount is a variable (ie: X Kn) it may be increased at a later date.
» Min/Max X: You must have at least (Min) or at most (Max) X in a specific area (ie: Level, Attribute, etc...).

"Books are a disease. A vile pathogen that spreads unearned knowledge that is devoid of both wisdom and responsibility. They strip people of the richness of life, feeling and connection to Akharon. Hard-gained knowledge is as rich as it is deep. Just as a meal is more appreciated when we hunt, kill, carve and cook the beast ourselves."

– Unknown druid of Neph.

» NPC: May only be selected by NPCs, and they may also need to be of a specific Type (ie: Henchmen, Troop, Skilled, etc...).
» Species: You must be of a specific Species.
» Size (you're Tiny or Big): Your character must be Tiny or Big (gained from some Species or Traits).

Stacking Effects

Identical effects may sometimes be gained more than once from the same, or multiple, sources. Which may include Strong Hits, Traits, Weapons, etc... Some of these may stack with each other.

» Stacks: The same identical effect may be stacked any number of times (all effects Stack by default).
  » Stacks up to X: The same identical effect may be stacked up to a maximum of X.
  » Multiple effects may be Stacked in an order that favours the dice roller (ie: the performer of an Attack or Skill Roll).
» Does not Stack: You may only gain this effect once, no matter how many sources grant it.
» Some GM discretion may be required if the wording of two effects are very close, but not exactly the same, in their wording.

Resistance, Stacking

Ragnhild Bloodreder has two Traits – Block Head (Intelligence) and Solid Build (Mobility) – both with the following effect: "Resistance 1 (Stacks)."

These may combine together to grant him 2 Endurance damage reduction (down to a minimum of 1) from any enemy Attack and may also combine with Heavy Cover to increase this reduction to 4 Endurance damage.

Traits (Physical)	Requirements	Benefits	Disadvantages
Overlooked	Tolatl or Hunter	+1 Metallurgy and Construction. Characters grant you Heavy Cover (normally Light). You're immune to most Collision damage.	
Regular Workout	1 Kn	+1 Metallurgy and Construction. +1 Recovery. +1 Attribute/Durability point.	-1 to all Acquisition Rolls.

Complications

» These Complications are primarily gained through Traits.
  » They may also be given out by GMs due to in-game actions.
» When a Complication causes you moderate harm you gain a Grit Re-Roll point that may only be spent during this session.
  » When they cause major harm you gain 1 Spare Time Point.

Everyone comes with baggage and difficulties, sometimes from within and sometimes from without. The example Complications listed here are intended to inspire GMs and PCs and we encourage you to create more.

Cure - Psychological/Physical

All-Power and wylding are the most effective forms of healing magic, though the latter may have unwanted side effects. Enchanters and clergy may be gifted in healing the mind, while soothing spirits may occasionally work with a befriended Essence users, and techno-mages can craft artificial limbs.

» Task, Acquisition Roll of 14t.
» Remove a GM psychological or physical Condition that was not gained from your Species or a Trait.
» May require a Workshop and/or a suitable Arcane ability.

Addiction/Obsession

You need to perform a certain action or consume a specific substance on a regular basis. Your addiction regularly interferes with your everyday life, responsibilities and better judgment.

» You must pass a Resolve Skill Roll to resist your Addiction/Obsession when it tempts you.
» If you fail to feed your Addiction/Obsession you suffer 1 Focus damage (no Armour).

Condition, Physical

For the impoverished with hard lives of manual labour, physical ailments are common. For those who have access to wealth and advanced magic; missing limbs can be grown back with wylding or replaced with techno-magic prosthetics, poisons can be cured by gifted alchemists, and more.

» Optional Rule: If you suffer 2+ Attribute damage from a single Attack/source you gain a Physical or Psychological Condition of the GM's choice (see pg: 198).

Select One:
» Damaged Arm/Hand: -1 Hand.
» Damaged Leg: -1 to -2 Movement while you're not Mounted and -1 to -2 Defence.
» Disfigurement: -1 Persuasion and you gain an Innate Leadership Toolbox.
» Limited Sight: All enemies gain Light or Heavy Visibility Cover.
» Nerve Damage: -2 Recovery, +4 Endurance.

Condition, Psychological

In a universe besieged and haunted by horrors, where physical survival is a priority for many, and vulnerability is seen as a weakness, mental ailments have become commonplace but are rarely acknowledged or treated. Mental health issues are not well understood, and individuals suffering from these conditions may be stigmatized or mistreated.

Please Note: It can be difficult and disrespectful to try to summarize complex mental health issues with a few statistical numbers. We recommend you roleplay your character's Condition and use Skill Rolls (ie: Insight, Resolve, etc...) to fight against it.

» Optional Rule: If you suffer 2+ Attribute damage from a single Attack/source you gain a Physical or Psychological Condition of the GM's choice (see pg: 198).

Select One:
» Fear: You must pass a Resolve Skill Roll to resist your fear.
» Foolish/Impulsive: +2 Combat Order and -2 personal Defence.
» Hallucinate: Add 1d3 Henchmen Bodies to Combats that only you can interact with (Critical Hit location 1d3+3 (normally 1d6)).

Dependent NPC

One or more weak NPCs are dependent on you for their survival. They may be travelling with you, or be a larger far off group.

» Resolve Skill Roll to not rush to protect your Dependent NPC(s) when they are in need.
» If you fail to protect your Dependent NPC(s) you suffer 1 Grit damage (no Armour) that may not be healed with First Aid.

Guilt

Your dark past hangs over you like a cloud.

» You must pass a Resolve Skill Roll to resist your Guilt.
» If you further your guilt you suffer 1 Grit damage (no Armour) that may not be healed with First Aid.

"Born into a legacy of corruption, I walk a path of privilege and shame. My family's iron grip on the peasants under our rule has left a devastating trail of blood and despair. Once blind to our cruelty, my ancestral memories now bring overwhelming guilt upon me like a beast in the dark, shredding my delusions of familial honour. With every heartbeat, I battle the heavy chains of my birthright and vow to rise from the ashes of tyranny or fall into the deep abyss of my family's doom."

– Velanthir Proudheart, personal diary.

Hunted

A dangerous individual or group is hunting you. They are skilled and cunning, with well-defined motivations, but they are not suicidal or reckless. The longer they hunt you, the more they will learn about your techniques, allies and motives.

» These NPCs know your weaknesses and strengths and will try to thwart your goals.

Inner Fire (Legion)

The blood in your veins calls you to action!

» Your maximum number of unspent Spare Time Points is 3 (normally unlimited).
» If you're idle for more than 3 days you're compelled to perform some kind of physical activity; you must pass a Resolve Skill Roll to resist your need to act.

Moral Code

You live by a set of rules. They give you strength and clarity in times of darkness and confusion, but they may also limit your opportunities.

» You must pass a Resolve Skill Roll to act against, or bend, your Moral Code.
» If you break your Moral Code you suffer 1 Focus and Grit damage (no Armour) that may not be healed with First Aid.

The All-Monk Tadiwa had pledged to never use magic that was intertwined with other faiths. Her vow to abstain became particularly difficult when her group uncovered a techno-magical quarterstaff that was suited to her martial skills.

The staff was not created by an Eternal priest, but techno-magic was strongly associated with that religion, even though Tadiwa saw it as just mortal-made technology. She must pass a Resolve Skill Roll to bend her vow and will suffer 1 Focus and Grit damage if she succeeds.

Neph's Decline (Dracim)

The natural state of a Neph Spawn (Nephilim) is that of a savage beast. However, under firm leadership, their minds may be elevated beyond mere feral instinct - rising from wild animal to tribal savage, then to a functional servant, and ultimately to a state of civilisation. The Dracim and other Neph Spawn who serve the Archdruid, King Noskos or Languorem have attained both intelligence and culture. In contrast, those in the wilds know little beyond violence, hunger, and base instinct. This ever-present pull toward their primal nature is known as "Neph's Decline".

» Reduce your sentience for each year without strong leadership from a wylding wielder or Neph Spawn.

Observed

You're being carefully observed by a powerful person, or group, for signs that you might be acting against their wishes.

» -2 penalty to many Skill and Acquisition Rolls that you're trying to perform without your Observer's knowledge.
» If your Observer catches you acting against their wishes you lose 1 Spare Time Point.

Prejudice

A group of people (ie: faction, species, organisation or other grouping) are negatively prejudiced against you, or you're negatively prejudiced towards them. Individuals within this group may be exempt at the GM's discretion.

» -2 to all Persuasion, Leadership, Insight, and Acquisition Rolls when interacting with someone who is prejudiced against you, or who you're prejudiced against.

Reputation

Through a single prominent event, many small rumours, or a personality that just stands out; you've made a reputation for yourself. Unfortunately, this reputation is not a helpful one. People will make presumptions about you, often inhibiting your progress or giving you unhelpful attention.

» NPCs are far more likely to remember you.
» Easier for NPCs to learn about you.
» -2 to all Persuasion, Leadership and Acquisition Rolls when interacting with someone who is aware of your Reputation.

Unwanted Ancestral Memories (Kaltoran)

Kaltorans are both blessed and cursed with the memories of their ancestors. Forcing them to struggle with thoughts of not only the Druidic War and the Age of Darkness, but also the often-extreme measures taken by their ancestors to survive afterwards.

» See full Ancestral Memories Arcane Roll rules on pg: 35.
» Your first roll of a triple during a session grants you a Psychological Condition for that session.

During a serene meditation, Adam fails an Ancestral Memories Arcane Roll and becomes a vessel for his great-grandmother, a forgotten assassin who worked for the Eternal priesthood. Her ruthless essence emerges, revealing an unresolved mission to eliminate a Duke who served the evil god Dos.

Adam gains a Grit Re-Roll point and has a personality shift for the session. For a time he must grapple with a dual existence, navigating the demands of his life while the relentless drive of a bygone killer compels him to hunt for a man who is no longer alive. This will make life difficult, but may also offer a rare opportunity to settle an ancestral quest.

Resources

- » Your current Resources at character creation = Level +2.
  - » 4 Trade Goods may be exchanged at a suitable location (ie: town) for +1 current Resources.
    - » See Trade Good rules on pg: 52.
- » Maximum Resources = Level +3.
  - » May never have more current Resources than your maximum.
- » Most combat items cost Resources.
  - » See list of items from pg: 172.
- » See GM guide in rewarding players (pg: 96) and balancing combat (pg: 106).

Resources are a broad and abstract representation of how much personal equipment your character is able to maintain. It does not have to be a representation of just money, but may also include aid from your social connections, personal skills, access to materials, etc...

Rich & Poor

Lady Charlotte Valdis is a wealthy noble. When she needs to sharpen her longsword or replace damaged portions of her armour she simply pays someone to fix them.

Henry Wood is a rough-around-the-edges hunter who likes to live off the land, maintains his own equipment and likes to use gear taken off the corpses of bandits.

Both characters are mechanically balanced from a game-design POV, but they will 'feel' very different from a narrative POV.

Allotting Resources

- » Resources are allocated, not spent.
- » During downtime the total Resource cost of all your options may not exceed your current Resources.
  - » Excess items may be turned into Trade Goods, see pg: 52.
- » **Optional Rule:** Items above your current Resources may be stored at your Camp. NPCs gain +1 Resource from session 3.
- » You may not share Resources with other characters.
- » Resources are never lost.

Allocating Resources

Johann has 4 current Resources. He acquires an Arming Sword (3 Resources) and an Outfit (1 Resources), allocating all his Current Resources.

At a later time he wishes to exchange his sword for a magical axe that he took from an enemy. This axe costs 2 Resources, freeing up 1 Resource to reallocate to a 2nd Weapon, Utility item, or an upgrade to his Outfit. He may also turn his discarded sword into 1 Loot Trade Good (see pg: 52).

Influence

- » Your current Influence at character creation = Level +2.
  - » 4 Honour units may be exchanged for +1 current Influence.
    - » See Honour rules on pg: 53.
- » Maximum Influence = Level +3.
  - » May never have more current Influence than your maximum.
- » Your group's camp costs Influence, see pg: 84.
  - » See list of Camp Developments on pg: 196.
- » Perks not gained from your Species or a Trait cost 1 Influence, see pg: 88.
  - » See list of Perks on pg: 197.
- » See GM guide in rewarding players from pg: 96.

Influence is a broad and abstract representation of how advanced a camp your group can maintain. Sustaining a team of explorers, mercenaries or freelancers is a complex endeavour that requires a network of social connections to work efficiently.

Influence points are spent on increasing your camp's Attribute points and acquiring Perks for characters.

Honour over Wealth

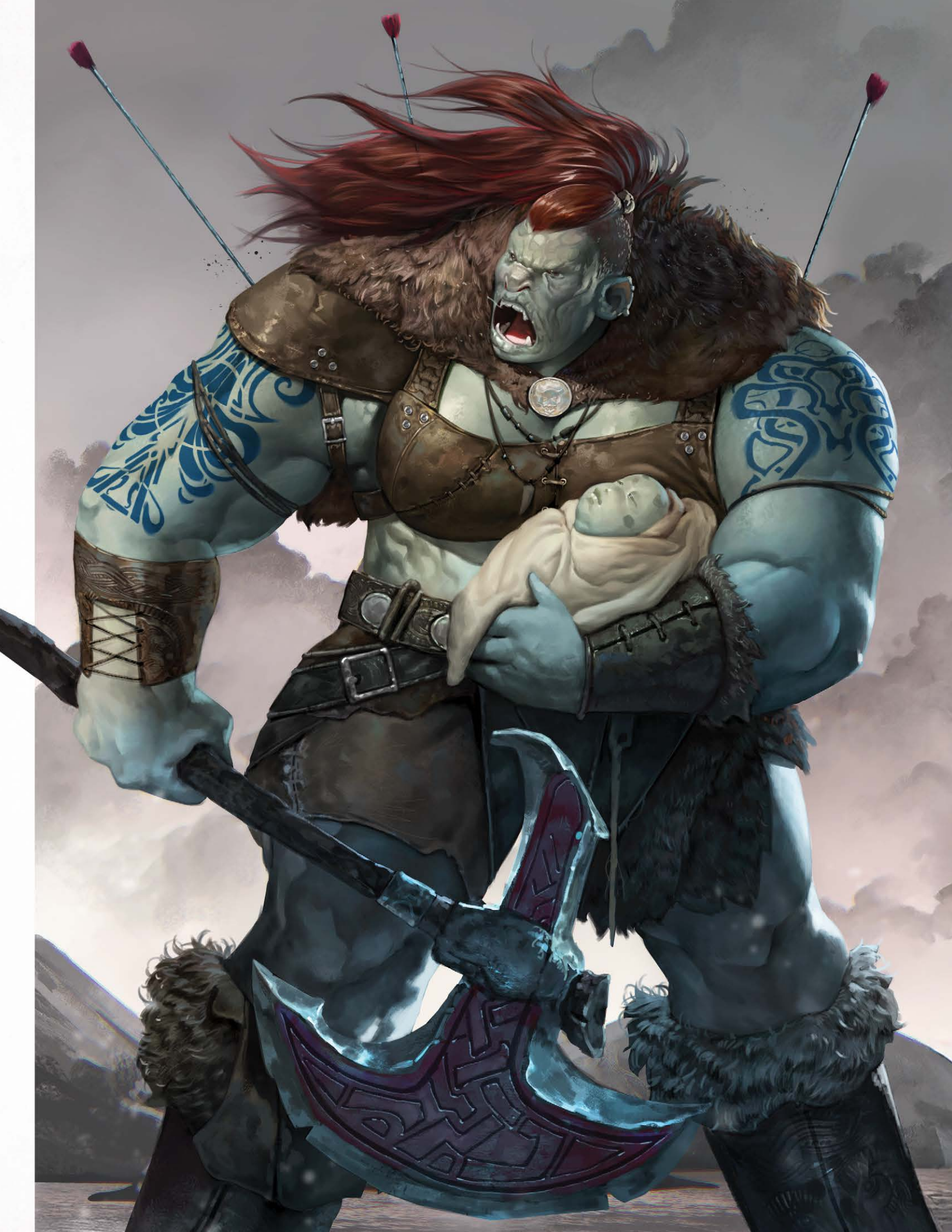
The PCs have been doing lots of work for frontier villages within the dangerous Twisted Forest: fighting off monsters, rescuing lost settlers, building fortifications and mapping mountain ranges. The villagers they aid have little wealth to pay, but they are extremely grateful and the PC's honourable reputation has grown.

This has resulted in the PCs gaining few Trade Goods (Resources) but many Honour units (Influence). This has allowed the PCs to boost the Attributes of their Camp, allowing them to rest easier, generate social connections, gather supplies and more.

Allotting Influence

- » Influence is allocated, not spent.
- » During downtime the total Influence cost of all your group's options may not exceed your group's current Influence.
- » You may not share Influence with other characters.
- » Influence is never lost.
- » See full Camp Influence cost rules on pg: 84.
  - » Camps cost each PC 1 Influence per camp Attribute point (not including those from Developments) and per Perk beyond their Free Perks (see camp Sub-Stats).
    - » Attribute points gained from Traits and Developments cost 0 Influence.

> "Honour is earned and glory is fleeting. Choose wisely between them."
>
> - Earl Tlaloc Badulf.



Acquisition Rolls & Spare Time Points

- » Spare Time Points are spent to attempt an Acquisition Roll to gain equipment, services, complete a task, etc... if it has an Acquire cost denoted with a 't'.
  - » The Awareness Skill may not be used for Acquisition Rolls.
  - » A Spare Time Point is lost even if the Acquisition Roll fails.
  - » Found items require no Acquisition Roll to keep.
- » Your Spare Time Points at character creation = Level +4.
  - » During character creation you may acquire options with an Acquire cost of 14t or less without an Acquisition Roll (still costs a Spare Time Point).
- » Characters gain 1 Spare Time Point at the start of each session.
  - » Long periods of quality downtime (ie: 4+ weeks) may grant +1 Spare Time Point.
- » See Acquire Cost rules on pg: 52.
- » See GM Guide on Rewarding Players on pg: 96.

Spare Time Points represent what your character does with their productive downtime. This includes, - but is not limited to - shopping for items, haggling over Trade Goods (pg: 52), Honour (pg: 53), Glory (pg: 53) and healing (pg: 74).

Acquisition Rolls

Acquisition Rolls work just like Skill Rolls (pg: 14), except that they cost a Spare Time Point to attempt. This Spare Time Point is spent even if your roll fails.

- » Gaining any items, task, service etc... that has "t" after their Acquire cost requires a successful Acquisition Roll with a difficulty of that number (ie: 12t requires an Acquisition Roll of 12).
  - » The Skill used to attempt this Acquisition Roll will be dictated by the character's approach to completing their task (ie: Wealth to purchase, Construction to build, etc...).

- » Success: You gain the item or complete the desired task, and spend a Spare Time Point.
- » Failure: You do not gain the item or complete the desired task, and spend a Spare Time Point.

Re-Attempting a Failed Acquisition Roll

Unlike with a Skill Roll you do not suffer a -2 penalty for re-attempting an Acquisition Roll. However, you must spend another Spare Time Point.

Assisting an Acquisition Roll

Attempting to Assist another character's Acquisition Roll will cost you 1 Spare Time Point (so its normally not worth it unless they're just 1 off success).

"

A: "Coins are more than just numbers: they're a promise, a mechanism for harnessing social trust."

B: "But what if that trust erodes? What if they see the truth behind the curtain?."

A: "Then we're lost. Money isn't just currency: it's the lifeblood of civilisation, binding us to our choices and each other."

B: "Or a bomb being passed around to a song that may end at any time."

- Translated from a Corp ruin.

Sharing Spare Time Points

Spare Time Points may only be shared for rolls that may Heal Attribute damage. Spare Time Points shared in this way must be used immediately.

Found Items

Items that are found or given by a NPC do not (normally) require an Acquisition Roll or Spare Time point to gain. Knack costs must still be paid. This is a great way to save Spare Time Points.

Acquiring Arming Swords

Both Lady Charlotte and Henry Wood wish to acquire an Arming Sword (pg: 172). This has an Acquisition difficulty of 12t and costs 2 Resources.

Charlotte wishes to purchase her Arming Sword while they are in a city She needs to perform a Wealth Acquisition Roll at difficulty 12 by spending 1 Spare Time Point and finding someone who will sell her the item (a shop). Once she succeeds the required Acquisition Roll she will also need to allocate 2 Resources to the item.

Henry wishes to forge his own Arming Sword. This is a little more complicated as he needs to explain his process. Henry has access to several Trade Goods of worn armour (looted from enemies) and their camp has a Metallurgy Workshop (forge). The GM says he can salvage parts off these outfits (losing 1 armour Trade Good) and make use of his Workshop's tools to forge his sword by making a Metallurgy Acquisition Roll of 12. He will also need to allocate 2 Resources to the item once he is successful.

Misc Item	Notes	Acquire
Toolbox	+1 to a Trained Primary Skill (only Stacks with Workshop).	14t

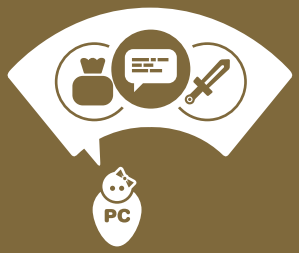
How to make an Acquisition Roll

Select Objective from Rule Book

The Rule Book normally sets the Difficulty of the roll.

Reduce your Spare Time Points by 1

This point is lost even if you fail this Acquisition Roll.



Describe your Approach

Along with Skill Choice and Tools used.
GM may apply Description bonus/penalty of -2 to +2.

PC Rolls 3d6 & add Skill Modifier

A roll of a ⚄ allows the use of a Strong Hit.
A Grit Re-Roll point may be used to re-roll all dice.

Success = Gain Objective

GM describes the outcome.

Acquire Cost

» Many tasks, items, services, and Traits, etc... have an Acquire cost or Requirement that must be paid to obtain.
» All of these are a one-time cost.

Skill Roll, X

» See Skill Roll rules on pg: 14.
» Skill Roll with a difficulty of X must be passed.

Acquisition Roll, Xt

» See Acquisition Roll & Spare Time Point rules on pg: 50.
» Acquisition Roll of difficulty X must be passed.

Knack, X Kn

These tasks/items/services/etc... may represent a natural ability (especially if they have the Innate Keyword), or require some kind of complex knowledge from a character to use.

» See Glory & Knack rules on pg: 53.
» X Knack must be spent.
» With the GM's permission spent Knack points may be transferred to a new and similar ability/item (ie: upgrading a basic fire Weapon to a more powerful fire Weapon).

Knack points are designed to reward Players who have challenged themselves, and to limit the number of powerful/exotic options that are available to each PC.

Found Items

Items that are found or given by an NPC:
» Do not require Skill Roll or Acquisition Rolls to acquire.
  » This is a great way to save Spare Time Points or gain a Modification/item/Trait that are difficult to acquire.
» Knack Acquire costs must still be paid.

» Quality equipment (ie: weapons, undamaged armour, etc...) may be turned into Trade Goods.
  » Rough guide: 1 Loot Trade Good per 4 equipment slots.
  » High quality items (magical) may be turned into Precious.
  » Low quality items may be turned into Loot that requires more than 3 Equipment Slots.

"Victory favours the prepared, as glory favours the strong."

- Queen Gabriela Catla the 2nd.

Trade Goods

» 1 Trade Good may be gained by making an Acquisition Roll 12t while having access to a suitable provider.
» 4 Trade Goods may be exchanged at a suitable location (ie: town) for +1 current Resources.
  » See Resource rules on pg: 48.
» Trade Goods are a common reward from NPCs, and are a way of tracking looted gear (pg: 96).

Trade Goods are valuables intended to be sold or traded for supplies and equipment.

Exchange

Trade Goods may only be exchanged for Resources at suitable locations. The PCs may need to transport their plunder to a town, city, or stay at a location for multiple weeks.

» Village: 2 Resources per week.
» Town: 4 Resources per week.
» City: 8 Resources per week.

Coins

Minted currency, promissory notes, gems, gold bars, rare techno-magical components or jewellery. Coins Trade Goods are easy to exchange valuables that require little space.

» 1 Equipment Slot.
» 1 Coin Trade Good may be exchanged for +1 to a failed roll where wealth would help (Stacks).

Precious

Paintings, tapestries, books, religious relics, magic items, rare ores, rolls of silk, rare spices, silverware or vintage wine. Precious Trade Goods may be a range of semi-bulky valuable items.

» 2 Equipment Slots.
» Suitable NPC merchants in a town or city may exchange 1 Precious Trade Good for 1 Coin Trade Good.

Loot

Non-magical weapons, damaged armour, valuable monster parts or crates of goods. Loot Trade Goods are commonly the spoils of combat or bulky merchandise.

» 3 Equipment Slots.
  » High quantities of low-value items may count as single Loot Trade Good that requires 5+ Equipment Slots.
» Suitable NPC merchants in a frontier settlement, town or city may exchange 1 Loot Trade Good for 1 Coin Trade Good.
» Quality equipment (ie: weapons, undamaged armour, etc...) may be turned into Loot Goods. Rough guide: 1 Loot Good per 4 equipment slots of quality equipment.

Honour

» 1 Honour unit may be gained by making an Acquisition Roll 12t while having access to suitable NPCs.
  » 4 Honour units may be exchanged for +1 current Influence.
    » See Influence rules on pg: 48.
  » 1 Honour unit may be exchanged for +1 to a failed roll where public respect of your integrity would help (Stacks).
» Honour units are commonly rewarded for showing moral integrity and a sense of duty over self (see pg: 96).

Honour units reflect a bond between your character and groups of NPCs, typically through respect, moral integrity. Be sure to describe how you're acquiring your Honour units (ie: building friendships, creating business connections, etc...) and allow for the GM to use your actions to expand upon the setting and story.

Glory & Knack

» 1 Glory unit may be gained by making an Acquisition Roll 12t while narratively suitable.
  » 4 Glory units may be exchanged for +1 Knack.
» Your Knack at character creation = 3.
» Exotic and powerful options cost Knack to acquire.
» 1 Knack may be exchanged to gain a new Language (pg: 199).
» Glory units are commonly rewarded for demonstrating formidable power and ability (ie: defeating a mighty foe).

Glory units reflect social respect of your power and exceptional personal prowess. They are typically gained through personal risk, fame or the researching of complex new ideas. Be sure to describe how you're acquiring your Glory units (ie: through studying a mysterious artefact, martial practice, creating a work of art, etc...) and allow the GM to use your actions to expand upon the setting and story.

Knack units reflect your capacity to use rare or difficult equipment, or to use exotic personal abilities.

Gaining a Reward

Bounties commonly offer Coin Trade Goods as payment. Honour units may be gained if payment is declined. A Glory unit may be gained for defeating a foe that was particularly dangerous to the PCs.

Rewarding Coin, Honour & Glory

The PCs have just killed a gigantic Neph Spawn hydra that was threatening a town. The GM grants each of them a Glory unit as this was a difficult (not balanced for their current Resources) encounter. They may also choose to accept payment from the town (Coin Trade Goods) or accept no reward (and gain Honour units).

Sub-Stats

» See Combat rules from pg: 66.
» See Damage rules on pg: 72.
» See Camp rules on pg: 84.

Equipment Slots = 6 + Strength

» By default, all items require 2 Equipment Slots to carry.
  » Size Keywords (ie: Small, Large, etc...) may alter this (pg: 146).
  » Items carried in your hands do not require Equipment Slots.
» Characters may carry up to 3 Weapons. All additional Weapon are assumed to be non-functional.
» Companion Groups (pg: 76) have 2 spare Equipment Slots.

Grit Re-Rolls = Grit

» Grit Re-Roll points may be spent to re-roll one of your rolls.
  » Re-roll all dice in this roll.
  » You regain these points at the start of each session.
  » Re-rolled Strong Hit Options are discarded.
  » Critical Failures do not allow re-rolls.
» Optional Rule: A Grit Re-Roll point may be spent to add or alter a minor element (not Cover) to an encounter (ie: add a convenient rope, explosive oil barrel, etc...).

Defence = 10 + Reflexes

» The number needed by an Attack Roll (pg: 69) to hit you.
» Increased by Cover (pg: 70).
» May be reduced by Attribute damage (pg: 72).

Endurance = Camp (10 if you're an NPC) + (Str x5)

» This is the amount of Endurance damage you can suffer before all damage on you causes an automatic Critical Hit, and the Critical Boost Strong Hit option may be used against you.

Resistance = from your Shield

» Reduce End Dmg from enemy Weapons by this amount (down to a minimum of 1).

Armour = from your Outfit

» Reduce Attribute damage from Critical Hits by this amount.

Max Momentum = Focus

» Your maximum amount of unspent Momentum points.
» Momentum points may be spent to increase an Attack Roll by +1d6, or to activate some special abilities.
» NPCs may spend this amount of Momentum per Round.
» See Momentum rules on pg: 70.

Recovery = Grit

» Determines how much Endurance is Healed when you perform an Action with 'Recover' (such as Prep, pg: 67).
» May be reduced by Attribute damage (pg: 72).

Combat Order = Intelligence + (Reflexes/10)

» Determines who acts first in combat.

Jotar
son of Gunnar

Level 2

x6	Trained	1-/+ Attribute	Toolbox	Workshop		Species/Traits		
Wealth	-2	+1	+1		+		=	-2
Persuasion (Foc)	-2				+		=	-2
Leadership (Str)	-2	1			+		=	-1
Insight (Int)	1				+		=	1
Culture (Grit)	1	1		1	+		=	3
Sophistication (Int)	-2				+		=	-2
Physical (Mob)	1				+		=	1
Resolve (Grit)	1	1			+		=	2
Awareness (Foc)	-2				+	1	=	-1
Stealth (Mob)	-2				+		=	-2
Apothecary (Ref)	-2				+		=	-2
Metallurgy (Grit)	-2	1			+	-1	=	-2
Construction (Str)	1	1	1		+	2	=	5
Monsters (Int)	-2				+	1	=	-1
Forestry (Ref)	1		1		+	2	=	4
Pathfinding (Foc)	-2				+		=	-2
x2 (may have 2 Traits)								
Finesse	-2				+		=	-2
Brawn	1				+	1	=	2
Cunning	1				+		=	1

Species

Creet

Calm animals do not have run or eat instincts towards you.

Your Camp gains +1 Planning.

-2 max Intelligence.

Bonds

Lord: Earl Sven Crystalis

Religion: > None <

Mentor: Íris (mum!)

Friend: Izel Goldvale

Rival: Sir Acalan Elpis

Drive

May use with your Resolve Skill.

Divine Distrust

"The gods are not to be trusted. Mum taught me to do my best to avoid their attention."

Specializations

+2 to all non-Acquisition & non-Attack Rolls connected to this topic (Does not Stack).

Wood	Buildings

Traits, Perks & Complications

Construction	Carpenter
	Your Camp gains +1 Work.
Forestry	Huntsman
	Gain a Small Pet with any Variation.
	They have +2 Armour and
	know +1 complex trick.
	Your Camp gains +1 Supplies.
Perk:	Tools (Culture Workshop).
Small Pet	Sekhound named "Rök"
	Companion (Defence 17, Armour 2,
	Durability 2, Mobility 6), 0 Slots.
	Tiny and immune to non-direct
	Splash and Cleave dmg.
	Knows 4 complex tricks (get help,
	attack, follow, track).

Equipment Slots

6 + Str + 3 = 13

1. Great Hammer	7. Toolbox - Forestry
2.	8.
3.	9. Torch (3x 1 Hours)
4. Dagger	10. Trade Good - Coin
5. Toolbox - Construction	11. Trade Good - Coin
6.	12.

Strength	4
Mobility	3
Reflexes	2
Focus	3
Grit	4
Intelligence	2

Trade Goods

Coin (1 Slot), Precious (2 Slots), Loot (3+ Slots)

12t Acquire 1 Trade Good.

Auto Exchange 4 Slots of quality gear: +1 Loot Trade Good.
Exchange 4 Trade Goods: +1 current Resource.
Exchange 1 Coin Good: +1 to a failed roll (Stacks).

Honour

12t Gain 1 Honour unit.

Auto Exchange 4 Honour units: +1 current Influence.
Exchange 1 Honour : +1 to a failed roll (Stacks).

Glory

12t Gain 1 Glory unit.

Auto Exchange 4 Glory: +1 Knack.
Exchange 1 Knack: Gain a Language.

Languages

Akhlith / Common

	Level + 3 +	Max	Current
Resources		5	4
Influence		5	5

~~3~~ 3 Spare Time

2 Knack

Spare Time Points (+1 per Session) & Knack

Arcane Roll +

Acquisition Roll +

Grit Re-Rolls

Grit + = 3

Strong Hit

Effort

Requirements	Result
	You may re-roll a single die from this Roll.

Defence 13 — 10 + Ref + 1

15 / 17 / 19

1) **Light Cover**
+Int Defence.
May attempt to Stealth.

2) **Heavy Cover**
+(Int x2) Defence.
+2 Resistance.

3) **Entrenched Cover**
+(Int x3) Defence.
+1 Armour.
Requires 2 different Types of Cover.

Endurance 30 — Camp + (Str x5) +

Resistance 3 End Dmg — Shield + 1

Armour 1 Attribute — Outfit +

Max Momentum	Foc +	=	3
Recovery	Grit +	=	4
Daily Max End healing	Camp +	=	2
Armour at 0 Endurance			-
Combat Order	Int + (Ref/10) +	=	2.2

Utility

	Acquire	Resources
Resplendent - Belt		1
Trinket, Resistance 1 (Stacks).		

Outfit

	Defence	Endurance	Armour	at 0 End	Type & Variation	Acquire	Resources
Cloth	+1		1*		Light, Practical.		0

*Twice per Combat: +2 Armour vs an Attack (Stacks).
+3 Equipment Slots.

Weapons

	Hit Dice	+Hit (+Skill)	Ideal Rng	Max Rng	End Dmg (+Focus)	Crit Dmg	Type & Variation	Acquire	Resources
1) Great Hammer	2d6	+4	2	2	12*	5	Hammer, Primal.	1 kn	3
2 Handed, Large, Strong vs Shield (+2 Hit and End Dmg), *Focus and Str adding to End Dmg.									
Modifications: Personalised, Quality.									
2) Dagger	3d6	+1	1	1	4	3	Blade, Steel.		0
Small, No Draw, Strong with Quick Strike (+2 movement).									
3)									

Actions, 2 per Turn

Reposition — Move +2 or gain Cover +1.

Quick Strike — Move. Attack.

Take Aim — Select Two: (next Attack) +2 Hit, +2 End Dmg or Crit Loc +/-1.

Overwatch — Attack in response to any Action or Charge.

Sure Strike — Attack. Hit +Ref. +1 Momentum.

Prep — Select Two: Draw, Reload, Recover, Move, Skill Roll or +1 Momentum.

Arcane Roll — Skill Roll: 14+ (See pg: ##-##).

Assault — Skill Roll: 12 to 16. Deal 3 General Dmg.

Tackle — Skill Roll: 10 to 18. May Suppress both. May push Str-Str.

Stealthed — Skill Roll (Req Cover). May not be perceived. 1/2 Movement.

First Aid — Skill Roll: 12, No Combat. Heal 2 Dmg to nearby characters that was dealt in 5min (no Stack).

Care — Acquire Roll: 12t. Heal 3 Attribute Dmg.

Remove Effect — Skill Roll: 12. All effects of one kind.

Str	4	1
Ref	2	2
Mob	3	3
Foc	3	4
Int	2	5
Grit	4	6

Damage & Notes

~~17~~ ~~12~~ ~~15~~ ~~18~~ ~~14~~ — Bura, Marked

4

-1 Attribute = Bleeding (12 to remove).
-5 Attribute = Death.

Max Endurance damage - 4

Strong Hit

	Requirements	Result
Effort		You may re-roll a single die from this Roll.
Critical Hit	Once per Attack.	All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (roll 1d6) Attribute.
Critical Boost		+1 Critical Damage vs all damaged characters with 0 Endurance (Stacks).

Momentum Abilities

Momentum 1: +1D6 Hit Dice. **Momentum 2:** Aura 1 (around your Companions): Once per Round an enemy suffers 4 General Damage.

Strong vs/with/when

Strong vs 0 Endurance (+4 Hit).

Example Skill Encounter

Locked Door

"While seeking to liberate a captured NPC from a dungeon Gwenyr encounters a locked gate. The door is unguarded but is a heavy grate of metal set into stone with a techno-magical lock. Your team is busy keeping the guards occupied, water is dripping down from the roof into tiny pools of rusty sludge and the magical lock blinks with ominous blue power."

– Game Master.

» The GM then asks their Player to describe their approach to this problem and Skill choice.
» This is a moderately difficult task, requiring a Skill Roll of 12.
  » The GM chooses to only reveal this once an approach and Skill choice has been made, as this may alter the Difficulty.

Example 1) Metallurgy, Cut Rusted Bars

"Gwenyr has a Metallurgy Toolbox, giving her a hammer and cold chisel to cut through the hinges. She only needs to take the cap off to dislodge the pins and remove the door."

– Player.

"This process will take about 15 minutes and if successful it will permanently unlock the door. The door will also need to be physically forced open once the pins have been removed, as it is a very heavy door, but if you're patient and willing to spend another 5 minutes that will be an easy task and will not require a Physical Skill Roll. I will also give you a +1 Description bonus as this is a clever approach and the metal is rusty."

– Game Master.

» The GM declares the Difficulty of the Skill Roll as 12.
» The Player then rolls 3d6 and adds a +4 bonus from Gwenyrs Metallurgy Skill (+1 from Trained, +1 from a Trait, +1 from her Toolbox and +1 from the GM).
  » A total of 12+ will result in success.
  » A total of 16+ will also result in success and a positive Unexpected Outcome. Such as requiring less in-game time or allowing the door to be re-locked in the future.
  » A total of 8 or below will result in failure and a negative Unexpected Outcome. Such as Gwenyrs tools breaking, the complete destruction of the door ability to open or close, or the triggering of a techno-magical security system in the lock.

Example 2) Stealth, Pick the Lock

"Gwenyr uses her Stealth Toolbox to pick the techno-magical lock with her lockpicks. She saw the guards on her way into the dungeon and their keys did not appear to be magical."

– Player.

"This process will take about 5 minutes. It's risky, but will not permanently damage the lock if successful."

– Game Master.

» The GM does not declare the Difficulty of the Skill Roll as 14.
  » Unknown to the PCs the lock is not hard to pick, but is installed with a silent alarm that is designed to secretly track intruders.
» The Player then rolls 3d6 and adds a +4 bonus from Gwenyrs Stealth Skill (+1 from Trained, +2 from Traits and +1 from her Toolbox).
  » A total of 14+ will result in success, but will also result in Gwenyr being marked by a magical curse that will alert guards in 1 hour and track her movements for 1 day.
  » A total of 18+ will also result in success and a positive Unexpected Outcome. Such as offering additional insight into this style of lock (+1 to all future Skill Rolls connected to these techno-magical locks).
  » A total of 10 or below will result in failure and a negative Unexpected Outcome. Such as Gwenyr being marked by a magical curse that will immediately alert guards and track her movements for 1 day.

Example 3) Physical, Arcane Strike

"Gwenyr is an All-Monk and will use channel the All-Power into her fists to strike through the rusted metal bars."

– Player.

"As this is an Arcane Skill Roll this will increase the Difficulty of the Roll by at least 2. If successful this will only take 1 minute and will permanently break one or two of the bars. Failure may result in a broken fist."

– Game Master.

» The GM declares the Difficulty of the Skill Roll as 16.
» The Player then rolls 3d6 and adds a +4 bonus from Gwenyrs Physical Skill (+1 from Trained and +3 from Traits).
  » A total of 14+ will result in success.
  » A total of 18+ will also result in success and a positive Unexpected Outcome. Such as guidance from the All-Being about how to inexplicably avoid future guard patrols.
  » A total of just 13 or below will result in failure and a negative Unexpected Outcome (as this is an Arcane Skill Roll). Such as harm to Gwenyrs fist (-4 Max Endurance damage).

Other Possibilities

» A Wealth Skill Roll to bribe the NPC guards to allow them into the dungeon.
» A Persuasion Skill Roll to dress up and act like guards who work in the dungeon.
» An Awareness or Stealth Skill Roll could be performed to check for traps.
» A Construction Skill Roll to work the rusted bars out of the ancient stone walls.
» If Gwenyr had a bomb or large Hammer weapon (especially if it has Crit Dmg 5 or Cover destruction ability) she could perform a Brawn Skill Roll to destroy the door.

Example Downtime

Long Voyage Accross the Nation

"It will be one week before you arrive at your destination on the other side of the Kingdom of Ire. Going clockwise around the table from my left, tell me how your character is going to spend their time.

Your camp has Apothecary and Construction Workshops, along with a few Developments such as a Pack Animal, Library of books and a Workbench. You will also be travelling through half a dozen villages and small townships that will grant you some time to pursue your personal interests."

– Game Master.

» Your camp may heal some Max Endurance damage, and possible even a small amount of Attribute damage.
» Performing Camp Tasks (ie: March or Scout) may alter Travel Speed and Max Endurance healing.
» During Downtime all PCs must also balance out their items and camp to their current Resources and Influence (pg: 48), possibly turning excess items into Trade Goods (pg: 52).

"

The fire crackled merrily in the hearth, casting long shadows upon the stone walls of the tavern. At a table near the corner, a Creet sat with his tankard, brow furrowed as he spoke in a low, gravelly voice.

"None doubt they exist," he muttered, eyes narrowing, "but trust 'em? Not on your life."

The Kaltoran across from him arched an eyebrow, his voice calm. "You believe in them and know their power, yet you scorn them?"

The Creet slammed his mug down with a force that made the table shudder. "Aye, the gods are there, alright. But they're careless, and their power just makes them all the more dangerous."

The Kaltoran remained silent, his eyes gentle, understanding the bitterness in the Creet's words.

"Many of them don't mean to harm us, I'm sure," the Creet continued, his voice rough with frustration. "But they do it all the same. Accidental harm. And that, my pointy-eared friend, I can't abide. Gods can no more rule us properly than we could rule ants with any true care or understanding."

– Blue Goblin Inn,
edge of the Twisted Forest.

Tavern, Camp Task

"I want us all to remain safe and comfortable on this journey, so Izel will pay for accommodation at the taverns in the towns we travel through."

– Player.

» This is a Camp Task and will require a Wealth Skill Roll of 12.
» Success will grant each PC +2 Max Endurance damage healing per night spent at a town (the GM rules this will be three times for a total of +6 healing).

Proselytize, Honour Acquisition Roll

"Gwenyr wants to serve the All-Being by following his instructions to spread the faith. She will take time to talk and help peasants and serfs when they stop for supplies at each village and town. Nothing showy or loud, just small friendly chats about our lord and saviour as I do my best to avoid Jotar's disapproving gaze."

– Player.

» You may treat this as an Honour Acquisition Roll if you want, which will require a Spare Time Point and a Persuasion Skill Roll of 12.
» Success will grant Gwenyr an Honour unit.

Improve Staff, Modification Acquisition Roll

"Sigrid wishes to add the Personalised Modification to her Adaptive Staff – improving its shape and her grip – using the Construction Workshop."

– Player.

» This will be an Acquisition Roll, requiring a Spare Time Point, access to a suitable Workshop and a Skill Roll of 14. You may use your Construction Skill.
» Success will grant your Weapon +1 End Dmg.

Care, Acquisition Healing Roll

"Jotar still has some Attribute damage and wants to know if Sigrid is able to perform a Care healing roll on him between her working on her staff."

– Player.

» This will be an Acquisition Roll, requiring a Spare Time Point (from Jotar or Sigrid as this is a Healing Roll) and an Apothecary Skill Roll of 12.
» Success will heal 3 points of Attribute damage on Jotar.

At this time the GM may allow each Player to perform another roll, or they jump right to describing their journey and arrival at their destination (assuming they are not waylaid).

Equipment

Noah had always wondered what his final thoughts would be. It was part and parcel of being an impressionable youth, swinging around sticks that he'd imagined were enchanted broadswords, then later graduating to the real thing when he'd been accepted into the Illuminated Societies survey brigade. The thoughts would be tranquil, he'd decided: of his parents, and his many brothers and sisters. Perhaps he'd lie bleeding beneath a willow tree, leaves drifting all around, their names passing like drifting clouds through his mind as his life ebbed away and he traversed that soft veil into blissful sleep.

Well, now he was about to be stepped on by a ginormous Child of Pol, and all Noah could think about was the demeaning nickname he'd be remembered as a squire before his knighthood. 'Calamity Noah', perhaps. 'No-Luck Noah', if they didn't want to put too much effort into it. Always the worst patrols, always the one to trip over his feet when his liege was watching, and now, the only one to become separated in the swamp. The mad metal behemoth's single gigantic eye glowed eerily in the mist, honing in on the quarry with no hope of escape.

Still, Noah charged, broadsword clutched tightly in shaking hands. The hapless Kaltoran knight, unwieldy at best in the ways of magic, his blade simple steel, had always replied upon nothing but his training, passion and meagre scrapings of occasional luck. Against a Child of Pol, this would be far from enough. But still Noah forged onwards, hefting his blade in a final flourish to cap off the unfortunate adventure that was his life. His last act would be defiance, charging towards the danger instead of collapsing into a mess of unsightly blubbering. As last thoughts went, he had pondered worse.

Introduction

The Fragged rules have a strong focus on customizability for characters and their equipment. When creating a Weapon or Outfit you need to select a base item, then apply a Variation template, and then throughout your campaign you may perform Acquisition Rolls to add as many Modifications to it as you wish.

This system allows for a huge number of options relative to the number of pages that you will need to look through (see List Section, from pg: 145). We also recommend you look through the pre-made items on pg: 173, 185, 188 and 190.

The Fragged rules for equipment offer a mechanical depth that rewards the creativity of Players and GMs who spend the time to learn Fragged's systems. Your understanding and enjoyment of the rules will deepen the more you play, and nearly all of the core mechanics will fall into place in your mind during your first game. These mechanics below will be explained in full in the Combat section of this rule book (from pg: 66).

Attack Rolls

These work much like Skill Rolls (pg: 14), but are not always done with 3d6 and the Difficulty of the Roll is set by the Defence of your target. Momentum (pg: 70) may also be spent to add dice to your Attack Roll.

Endurance & Critical Damage (End & Crit Dmg)

When an Attack Roll succeeds, that Weapon deals its Endurance Damage to the target. This represents them suffering shock, pain and/or minor physical harm. If the target is at, or reduced to, 0 Endurance they will suffer an automatic Critical Hit (see Damage rules on pg: 72) and the Attacker may use the Critical Boost Strong Hit option to increase their Crit Dmg by 1 (Stacks). Think of Endurance as a countdown until a character becomes 'vulnerable'.

If the attacker rolls a Strong Hit (a roll of a "6" on a die) and spends that on a Critical Hit, their Weapon will deal its Critical Damage to one of the target's Attributes. This represents a solid and potentially lethal hit. If any Attribute is reduced to -5 (0 for NPCs) the target will die. Attackers will want to target their opponent's weakest Attribute, possibly through the Take Aim Action (pg: 66). At the end of combat you will have a chance to heal 2 Attribute damage through First Aid (pg: 74), but all other damage must be healed by spending Spare Time Points (pg: 50) on Care (pg: 74).

"In my time as a soldier, I've come to understand that bows demand strength above agility. Drawing a warbow to its full draw requires both muscle and skill. A hunter may be required to fire a single arrow at a time, but an archer in my lord's army is expected to fire twenty a minute."

– Renard Mill,
bowyer under Duc Olivier Valdis.

Damage Avoidance

All Players need to select how their character approaches damage avoidance. This will be a mixture of Defence, Endurance, Armour, and will be largely dependent on your Attribute points and Outfit.

Defence (Reflexes)
If an Attack Roll fails to hit it causes no damage. Defence is a deceptively tricky form of self-protection that requires an amount of Player skill as it can be completely bypassed by specific kinds of Attack (ie: those boosted by Momentum (pg: 70) or made by Henchmen NPC groups (pg: 111)).

Endurance (Strength)
A reliable form of self-protection that prevents you from taking sudden large amounts of Attribute damage, and can be slowly healed during combat.

Armour
Is the most powerful form of self-protection as it reduces damage to your Attributes, but is difficult to acquire and can be overwhelmed if your Endurance is reduced to 0.

Cover (Intelligence)
Clever use of environmental Cover and Cover from Arcane Rolls will be key to your health in combat. Cover comes in 3 Steps – Light, Heavy and Entrenched – can grant huge amounts of Defence (based on your Intelligence), may reduce Endurance Damage from Weapons by 2, and may grant +1 Armour.

Item Types

Apart from Companions (pg: 76) and Special, item Types come with no additional rules. Their primary purpose is to highlight an item's style (ie: Blades have more +Hit, Hammer deal more End Dmg, etc...) and to dictate what Variations and Modifications that item has access to.

» Special Type weapons always count as at least one magic theme: which may expand what Arcane Rolls a techno-mage or seer may perform (ie: a Potent Power Wand zaps people and allows a Seer to perform lighting-themed Arcane Rolls).
» Special Type weapons may only be used by characters who may perform a specific Arcane Roll (ie: a techno-magic staff may only be used by a techno-mage).

Acquire

» What is needed to acquire this Outfit.
» See Acquisition Cost and Found Items rules on pg: 52.

Resources

» Current Resources needed to keep this item between Downtimes.
» See Resource rules on pg: 48.

Weapon & Outfit Creation

» See Acquisition Cost rules on pg: 52.
» See equipment Keywords & Notes from pg: 146.
» See list of equipment from pg: 172.
» See example pre-made Weapons on pg: 173.
» See example pre-made Outfits on pg: 185.

Step by Step Guide

» Select a base Weapon or Outfit.
» Select 1 Variation per Weapon/Outfit Type.
  » Must be added when item is acquired.
» May add any number of Modifications.
  » May add during any suitable downtime.
  » The same Modification (from the same Type) may not be added more than once.
» Pay the Acquire and Resource/Influence cost.

Creating a Greatsword

Philippe Valdis is in a city and wishes to purchase a new sword. As he is in a city there will be no issues with availability.

Step 1) Select a Base Weapon
» See pg: 172.
» Philippe chooses a Greatsword.
  » Acquire cost: 13t, and 3 Resources.

Step 2) Select a Variation
» See pg: 174.
» Philippe may must select 1 Variation per Weapon Type: which is a 'Blade' in this instance.
» Philippe chooses the Primal Variation.
  » Acquire cost is now: 14t, and 3 Resources.

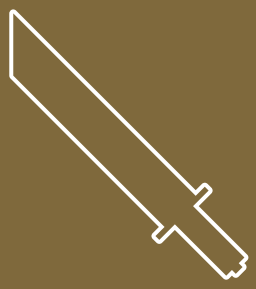
Step 3) May add Modifications
» See pg: 175.
» Throughout his campaign Philippe may add any number of Blade Modifications to his Weapon as he wants. None need to be acquired right now.

"A shield is so much more than a mere object of personal defence. They are also a weapon and a tool of strategy. A symbol of power in the hands of the brave and a comforting wall to the weak of heart. They are for both you and those who fight at your side.

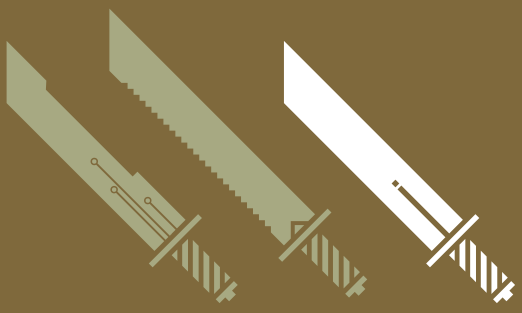
Their shape and decoration may change, but the simple wooden shield is a near-perfect object that has remained unchanged throughout history."

– Sir Ildris Dock,
Codex Combatica.

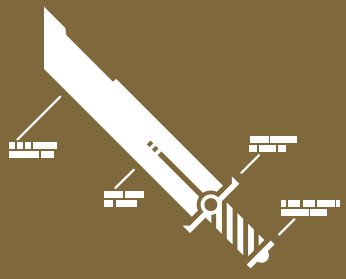
Weapon/Outfit Creation



Select a base Weapon/Outfit



Select 1 Variation per Type



May add any number of Modifications

Weapons

» By default all items require 2 Equipment Slots to carry and 1 hand to use. Size Keywords may alter this.
» See Attack Roll rules on pg: 69.
» See Damage rules on pg: 72.

Hit Dice

» The number of Dice that you roll when you make an Attack Roll.

+Hit

» Adds to your Attack Roll total.
» Combat Skill modifiers are added to a Weapon's 'Hit' based on their category (ie: Finesse +1 grants +1 to dagger's Hit).
  » NPCs all gain +2 Hit with all Weapons (no Skill modifier, already calculated into example NPCs stat blocks).
» Increased by your Reflexes Attribute via the Sure Strike Action.

Ideal Range

» Attacks made against targets outside your Weapon's Ideal Range (pg: 69) suffer: Strong Hit -1 (pg: 18).
» If a Weapon has a single value for its Ideal Range, treat that as its minimum and maximum when a source modifies only one of these (ie: 'Ideal Range: 2' is the same as 'Ideal Range 2 -> 2').

Max Range

» May not Attack targets outside your Weapon's Max Range.

Endurance Damage (End Dmg)

» Determines how much Endurance damage this Weapon deals when you hit with an Attack Roll.
» End Dmg is increased by your Focus Attribute.
» Weapons have a minimum End Dmg value of 1, unless '-'.

Critical Damage (Crit Dmg)

» Determines how much Attribute damage (-target's Armour) this Weapon does when you deal damage from a Strong Hit: Critical Hit.

Type & Variations

» Determines what Variations and Modifications may be selected for this item.
  » Variations and Modifications are templates that make permanent changes to the base item.
  » You must select 1 Variation per item Type.
  » May have any number of different Modifications for each Type.
» Companions (pg: 76) comes with additional rules.
» Special Type weapons always count as at least one magic theme of your choice for Arcane Rolls (from pg: 30).

Keywords & Notes

» These are special abilities and rules for this item.
» Momentum Abilities and Strong Hit options from a Weapon may only be used by that Weapon.
» See list of Keywords & Notes on pg: 146.

Outfits

» Characters may only have 1 active Outfit at a time.
» Outfits do not require Equipment Slots when active.
  » Requires 4 Equipment Slots to carry.
» Outfits require a GM defined amount of time to make active.
  » Heavy armour may take a long time to put on (ie: at least 15 minutes with assistance for full plate armour).
» All character have access to the 'Very Little / Naked' Outfit.
» See Sub-Stat rules on pg: 53.
» See Damage rules on pg: 72.

Outfits are protective clothing, natures and/or abilities.

Defence

» Adds to your Defence.
» The Attack Roll needed by an enemy to hit you with an Attack.
» Increased by your Reflexes Attribute (10 +Ref).

Endurance

» Adds to your Endurance total.
» Increased by your Strength Attribute (10 + (Str x5)), but NOT reduced by Attribute Damage.

Armour

» Adds to your Armour.
» Reduce Critical Hit damage to your Attributes by this amount.

Type & Variations

» Determines what Variations and Modifications you may select for this item.
  » Same as Weapons, see pg: 62.
» Heavy Outfits are slow to put on (often requiring multiple people) and make swimming impossible.

Keywords & Notes

» These are special abilities and rules for this item.
» Momentum Abilities and Strong Hit options from an Outfit may only be used while that Outfit is active.
» See list of Keywords & Notes on pg: 146.

Utility

» PCs may have 1 Utility.
  » Additional Utilities cost +2 Resources.
  » If you're able to have more than 1 Utility you may not have multiple copies of the same Utility.
» By default all items require 2 Equipment Slots to carry and 1 hand to use. Size Keywords may alter this.
  » Utility items require no Draw action to equip and unequip.
» See list of Keywords & Notes from pg: 146.
» See list of Utility items from pg: 188.

Utilities are items and/or abilities that grant a unique power. They are often passive, combat-focused and/or grant the benefits of a Toolbox while requiring fewer Equipment Slots.

Misc Items, Services & Tasks

» Characters may carry any amount of Misc items.
  » As long as they have enough Equipment Slots.
» By default all items require 2 Equipment Slots to carry and 1 hand to use. Size Keywords may alter this.
» See list of Keywords & Notes from pg: 146.
» See list of example Misc Items, Services & Tasks from pg: 190.

These are the wide range items, services and tasks that a character may obtain or perform. Those listed from pg: 190 are examples and GMs are encouraged to create new options as needed.

Starting Character Items

Character may start a game with the following:

» Bulky Toolbox: Large, Counts as a Toolbox for a Primary Skill.
» Common Items: Few changes of clothes, backpack and any other minor items that are suitable to your character concept.
» Torch: Small, Must be Drawn, 4 hours use: Remove all Low Light Cover in an Aura 8 area around you.

Keyword: Task

» This is a task that is immediately performed and is not an object that is carried.

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Warhammer	3d6	+2 +Skill	2	2	2 +Focus	4	Hammer, Steel.	12t	2
	Strong vs 0 Endurance (+2d6 Hit Dice).								

Outfit	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Chainmail / Splint / Banded		+0	3	+0	Heavy, Practical.	14t	1
	Gain +3 Equipment Slots.						

Utility	Notes	Acquire	Resources
Focus - War Horn	1 Handed, Must be Drawn, Strong Hit: Focus - Horn: An ally may move 1 space (Stacks) and gains Strong Hit +1 on their next Attack (Does not Stack).	14t	1

Combat

By the time voices were raised and tables started flipping, Gulbrandr had already packed away the good glassware. Twenty years of tavern keeping hadn't been for naught, and the old Creet could smell a bar fight brewing even over the heady odour of liquor – and a few worse smells.

The hooded and masked Kaltoran woman – assassin by the looks of her, or some religious nutter – had sprung to her feet, hands whipping into the folds of her cloak and emerging with steaming glass bottles. Even as they tumbled through the air towards her ring of assailants, she'd unsheathed twin daggers and kicked the card table into her hapless opponent, sending him to the floor with a wheeze as his henchmen closed in.

This was all well and good, and very dramatic, but Gulbrandr had no interest in joining in the raucous cheers that accompanied hearty evening brawl. It had been ten minutes since he'd caught the eyes of each of his serving maids, and they'd started subtly moving people away from where the ruckus was brewing. The Kaltoran had goaded the crime boss across the table, almost as if she wanted to cause a scene and slit a few throats… but why? This was far more than just a feisty mercenary who couldn't stand losing at cards. More than likely, she'd been hired to cause a scene, send a message… and make a huge mess in the process.

Gulbrandr dried a mug with steely calm, watching the woman somersault and slash at two goons still wailing from potion burns. It mattered little, in the end. He'd step in if it looked like she was about to start setting fire to his furniture. Otherwise, these were storms he'd weathered before, and would again.

Introduction

Important combats in Fragged are resolved with miniatures placed on a Battlemap and with each character taking turn to act in a precise tactical fashion. Victory will go to the PCs if they are able to use teamwork, their equipment, Momentum and the environment to their advantage.

We recommend you use a markable Battlemap with erasable markers for drawing terrain and 32mm miniatures, or cardboard tokens, for characters.

GMs should be sure to give NPCs well-defined motivations and to make combats interesting through the use of cover, objectives, hazards and Skill Rolls. PCs should also be expected to fight dirty and with cunning. Combat is war, not sport.

Minor Combats (pg: 17) should be quickly resolved with each character performing a few Skill Rolls without the use of a Battlemap or miniatures.

Rounds & Turns

» Combats are broken up into Rounds, each representing around ten seconds of time.
  » Characters gain 1 Turn per Round, each with 2 Actions.
» Characters have 6 Actions to choose from.
  » May select the same Action more than once, and may perform them in any order.

Combat Order

» See Sub-Stat rules on pg: 53.

Character Turns are performed in descending order of the Combat Order Sub-Stat (highest first).

Delaying your Turn

You may not choose to delay your Turn. Instead, you should choose to perform the Overwatch Action (possibly twice).

Surprise Round

If a character or group is not expecting combat when it begins, then the aggressor gain a Surprise Round. If all characters are ready for combat when it starts, nobody gains a Surprise Round.

» Characters with a Surprise Round gain 1 free Turn where they may perform 1 Action.
» Gaining a Surprise Round grants PCs +1 Momentum.
  » Gaining a Surprise Round grants +1 Momentum per PC to the NPC's shared Momentum pool.
» Henchmen and Troop NPCs may only move OR Attack during Surprise Rounds.

Action List

» Effects within an Action may be triggered in any order (ie: move and then Attack, or Attack and then move).
» Attribute damage may reduce the effectiveness of your Actions.
» See Attack Roll rules on pg: 69.
» See Damage rules on pg: 72.

Reposition

You're either running as fast as you can, spending serious effort interacting with your environment or you dive behind cover.

» Move +2 or gain Cover +1: Move your character a number of spaces up to your Mobility Attribute +2 OR increase your current Cover by 1 step (Stacks) (you must already have Cover, see pg: 70) until your next Turn.

Overwatch

You wait carefully for the perfect moment to attack.

» Attack in response to any Action or Charge (pg: 78): Immediately after any perceived character (friend or foe) completes an Action - or Charges you or an ally - you may interrupt their Turn to Attack (any target) with a drawn Weapon (the target does not need to be the character that triggered your Overwatch).
  » Performing multiple Overwatch Actions allows you to Attack in response to different Actions and Charges (not off the same one).

Quick Strike

As you dash across the battlefield you perform a swift and sudden attack against your foe.

» Move: Move your character up to a number of spaces equal to your Mobility Attribute.
» Attack: Attack with a drawn Weapon.

Sure Strike

Standing still for a moment, you concentrate all of your faculties into making an accurate attack on your target.

» Attack: Attack with a drawn Weapon.
» Hit +Ref: Add your Reflexes to your Attack Roll value for this Attack.
» +1 Momentum: Gain a Momentum point.

Take Aim

You take careful aim at your foe. Improving your accuracy or preparing to strike a particular part of their body.

» Next Attack Gains Two: Your next Attack this Combat gains two different options from those listed here (they Do not Stack):
  » +2 Hit: Add 2 to your Attack roll value.
  » +2 End Dmg: Add 2 to your End Dmg.
  » Crit Location +/-1: Add the Crit Loc +/-1 Keyword.

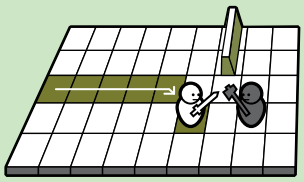
» Alter what random Critical Hit Attribute is damaged by +1 to -1 (normally just 1d6).
» Your Critical Hits deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

Prep

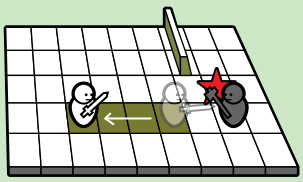
You prepare yourself, possibly briefly catching your breath while taking time to do a short task or reload your Weapon.

» Select Two: Select two different options from those listed here:
» Draw: Move a carried item into, or out of, your hands.
» Dropping an item requires no action.
» Reload: A Weapon with the Reload Keyword may perform an Attack again.
» If a Weapon requires multiple Reloads: Once you have started to Reload a Weapon you may not make an Attack Roll with it until fully Reloaded.
» Recover: Heal your Endurance an amount equal to your Recovery Sub-Stat.
» Move: Move your character up to a number of spaces equal to your Mobility Attribute.
» Skill Roll: Perform a Skill Roll.
» See from pg: 193 and examples on adjacent column.
» +1 Momentum: Gain a Momentum point.

Reposition

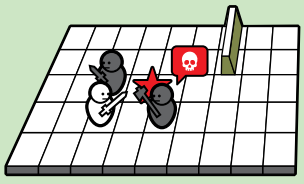


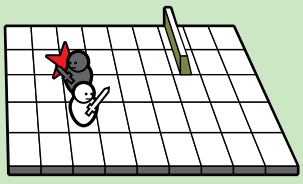
Quick Shot



During his Turn Ajax performs the Reposition Action to move forward 6 spaces (4 Mobility +2) and then the Quick Strike Action to Attack (adding his Focus to his End Dmg) before moving back 3 spaces.

x2 Sure Shot





Ajax's foes move forward during their Turn, and during Ajax's next Turn he performs two Sure Strike Actions which grants him +2 Momentum and allow him to make two Attacks (adding his Reflexes to his Attack Rolls and Focus to his End Dmg): slaying one foe and wounding a second.

» The Prep Action may be used to perform a number of Tactical and Arcane Skill Rolls during combat.

» See full list of Tactical Skill Rolls on pg: 193.
» See full list of Arcane Skill Rolls from pg: 194.

Stealthed

While gaining Cover against all enemies you may perform a Stealth Skill Roll (normally via the Prep Action during combat, Difficulty = 10 to 20, based on enemy observance).

Outside of combat a character should only need to attempt a new Stealth Skill Roll if a situation is drastically changed (ie: a guard becomes alert). The GM may also allow a single character with a Stealth Toolbox to roll a Stealth Skill Roll for a small group of people (ie: all PCs) outside of combat by increasing the Difficulty of the roll by 4.

If successful you become Stealthed:
» You move at 1/2 speed.
» You may not be perceived or Attacked by your enemies.

You lose Stealthed if you:
» Hit with an Attack (including Assault Skill Roll).
» You lose Cover against any enemy facing you.
» An enemy performs a successful Awareness Skill Roll on you (Difficulty = 12 to 16).

Tackle

During combat you may perform a Physical Skill Roll against an adjacent enemy to Tackle them (Difficulty = 10 to 18, based on strength and size differences):

» Task, Aura 1:
» May Suppress you and another character for the next Turn.
» The winner may move the other character a number of spaces equal to 'their Strength - their opponent's Strength' (+1 distance if they're Tiny, -1 if they're Big).
» If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them.

Remove Effect

During combat you may perform an Apothecary* Skill Roll on an adjacent ally to remove negative effects (Difficulty = 12):

» Task.
» Remove ALL effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character.
» Retrying this task does not impose a -2 penalty.

» *May use alternate Skill (ie: Resolve to shake self out of a fear-induced Inhibit).

Movement

» Each square, inch, or space on a Battlemap represents 1m².
  » Moving diagonally does not cost additional movement.
» See Example Environments from pg: 102.

Difficult Terrain

» Costs x2 Movement.
» Particularly Difficult Terrain (ie: climbing a wall) may also require a Physical Skill Roll (by performing the Prep Action).

Moving Through Characters

» Ally: costs x2 Movement.
» Enemy: costs x2 Movement and a Physical Skill Roll of 14.
» See character Size Perks on pg: 197.

Example Special Kinds of Movement

The special kinds of movement listed here should be seen as an example of what's possible, we encourage GMs to create more.

Fly

You may spend your Movement to Fly higher (and lower): increasing the distance of all Attacks made against you and by you, by the amount you have moved up. This may also reduce the Range between you and another flier (ie: by flying closer to them). Flying lower will reduce any gained distance.

Incorporeal

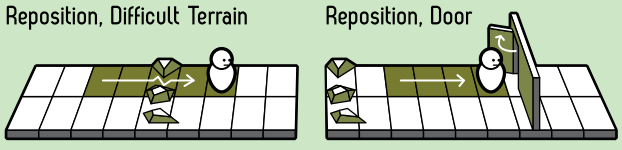
You may move through any terrain or character without penalty. Terrain that you can't move 'through' (ie: a pit) still inhibit you.

Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you're going. If you move to a space without room for you, you will suffer 4+ points of damage (no Armour) to a random (1d6) Attribute and appear in an unexpected location.

Minor Interactions

» Minor interactions (ie: opening/closing a door, picking up an object, passing an item to another character, etc...) cost 2 additional Movement (this may be paid over 2 Actions).



Adam performs 2 Reposition Actions, each granting him 6 Movement (4 Mobility +2). His first Reposition allows him to move forward 5 as it is through a space of Difficult Terrain. His second Reposition allows him to move forward 4 spaces as he spends 2 Movement on a Minor Interaction to open a door.

Dangerous Terrain (Combat)

» Entering or starting your Turn in this terrain deals General Damage to you (typically 3).

Keyword: General Damage, X

» Suffer X Endurance damage.
» If you're at (or reduced to by this damage) 0 Endurance, then you suffer a Critical Hit with Crit Dmg X.
» Multiple instances (including Stacking) apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage or 2 Attribute damage).
» Not reduced by Resistance.

Collision

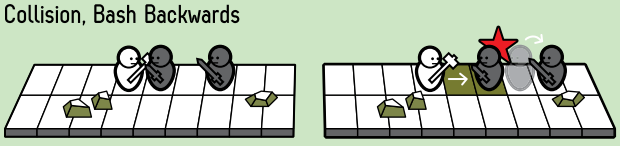
During combat characters may be thrown against walls and each other: dealing damage and moving people out of position.

Tackle

During combat you may perform a Physical Skill Roll (via the Prep Action) against an adjacent enemy to Tackle them (Difficulty = 10 to 18, based on strength and size differences):

» Task, Aura 1:
» May Suppress you and another character for the next Turn.
» The winner may move the other character a number of spaces equal to 'their Strength - their opponent's Strength' (+1 distance if they're Tiny, -1 if they're Big).
» If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them.

» Colliding with a solid object through forced movement deals 3 General Damage.
  » 4 if it is sharp and 2 if it breaks (ie: a weak door).
» Colliding with another character through forced movement deals 3 General Damage to both characters.
  » GM may choose to stop movement at this point and/or transfer some over to the collidee (taking into consideration size, remaining movement, force of movement, etc...).



The mighty Legion Hestia has just performed a Tackle on her foe (by passing a Physical Skill Roll of 12 with the Prep Action): pushing them back 3 spaces (her Strength is 3 points above her foes). Her foe collides with another enemy - dealing 3 General Damage to both - and the GM chooses to have her initial foe stop at this point and the second enemy pushed back 1 space.

Attack Roll

» When you Attack with a Weapon you need to succeed in an Attack Roll vs a target's Defence to hit them.
» You need to perform the correct Action to make an Attack (ie: Quick Strike, Sure Strike or Overwatch).
  » See Action rules from pg: 66.
» See Weapon Stat rules on pg: 62.
» See Damage rules on pg: 72.

Step by Step Guide:

» Perform an Action that allows you to make an Attack.
» Select your target within your Max Range.
» Activate any Momentum Abilities that you wish to use.
» Roll dice equal to your Weapon's Hit Dice stat.
  » Add your Hit stat to your rolled total.
  » If the total is equal to, or greater than, your target's Defence your Attack is a success and your target is Hit.
    » Cover (pg: 70) may increase your target's Defence.
  » Strong Hit -1 if outside your Ideal Range.
» Strong Hits Options (pg: 18) may be applied at any point after you have rolled, but before the end of this Action.

» Success: Deal damage to the target's Endurance equal to the End Dmg stat of your weapon, reducing their current Endurance by that number.
  » Your target's Resistance will reduced this (down to a minimum of 1).
  » If your target has 0 Endurance after damage has been dealt, they suffer a free and automatic Strong Hit: Critical Hit (regardless of the dice rolled), in addition the Strong Hit: Critical Boost option becomes available for this Attack (see Damage rules on pg: 72).
» Failure: Nothing happens, unless your Weapon has the Cleave/Splash Keyword or you have triggered a Strong Hit option that does not require a hit/success.

Attacking Past Characters & Shields

» Attacking through a non-adjacent character to another may grant your target Light (or Heavy if through an enemy with a shield) Physical Cover (pg: 71) against your Attack.

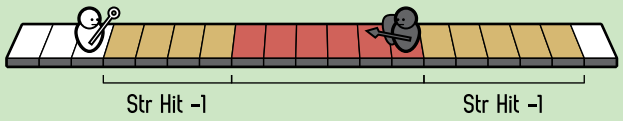
vs Unaware & Unprepared Character

» If Attacking an unaware and unprepared character (ie: they're asleep or you're Stealthed, and they're not expecting a fight):
  » They are treated as being at 0 Endurance for this single Attack (so you cause 1 automatic Critical Hit against them and may use the Critical Boost Strong Hit option).
  » Their Defence is reduced to 10.
  » This Attack counts as your Surprise Round Action.
  » Ignore their 'Resistance'.

Keyword: Strong Hit -X

» Decrease the Strong Hit range (default is just 6) by X (ie: 'Strong Hit -1 = May not roll a Strong Hit', or Strong Hit -1 + Strong Hit (4-6) = Strong Hit (5-6)').

Ideal Rng 5-10, Max Rng 15



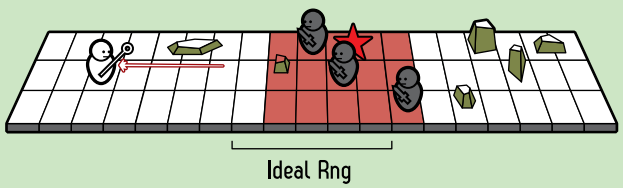
Astrid is performing an Attack against an enemy: she is rolling 4d6 Hit Dice with a +2 Hit bonus, and has an Ideal Range of '5 -> 10' and a Max Range of 15.

She Rolls 4d6 for a total of 15. With her +2 bonus this is 17. Her target has 16 Defence, which means that her Attack Roll was a success and she now applies her Weapon's Endurance Damage to the target. Astrid also rolled a Strong Hit by rolling a '6'. This would have been discarded if her target was outside her Ideal Range.

Keyword: Splash X

» On a successful Attack Roll everything within X spaces of your target and within your Max Range is damaged by this Weapon (ie: suffers End Dmg).
  » Treat all characters as being within/outside your Ideal Range based on the targeted character (or space).
  » They do not count as 'Hit', but they do count as 'damaged' for the purpose of triggering other abilities.
  » If a character would receive additional Hit Dice (ie: Strong vs 0 Endurance (+2d6 Hit Dice)) they are rolled separately and only apply to those characters.
» You may target a space (Defence 10) that is at least 2 spaces away from a character.
  » If you know roughly where a Stealthed character is you may attack a nearby space in the hopes of harming them (does not break their Stealth).
» If you miss with this Attack it scatters 1d6 spaces in a GM defined direction (normally overshoots).
» Effects that grant Momentum (ie: from Sure Strike or the Strong Hit option: Build Momentum) only ever trigger ONCE per Action.

Splash 2, Ideal Rng 5-10



Gunnhild successfully attacks a foe with her Splash 2 fireball. Dealing her Weapon's Endurance Damage and applying any Strong Hit options to her target and those within 2 of them. Strong Hits are not reduced against the target outside her Ideal Range as her initial target was within her Ideal Range.

Momentum

» Each character starts combat with 0 Momentum.
  » May be built up outside of combat (ie: to trigger an ability), but is still set to 0 at the start of combat.
» Characters may never have below 0 or above their max Momentum.
» Gaining a Surprise Round grants PCs +1 Momentum.

Momentum points represent the amount of energy and tactical edge that a character has, and may be spent to boost an Attack Roll.

Keyword: Momentum X: Y

» This is a Momentum ability.
» If you spend X Momentum points during your Turn you gain Y.
  » Must be used before your Attack if it would modify that Attack (ie: +1d6 Hit Dice).
  » Momentum Abilities on a item may only be used while that item is drawn, and may only be used that modify an Attack made by that Weapon.

Momentum 1: Gain +1d6 Hit (Stacks).
» All characters may use this Momentum ability.

Keyword: Momentum X (Instant): Y

» This Momentum ability may be triggered at any time (even after an Attack Roll has been made and Strong Hit options selected).

NPCs

NPCs use a simplified Momentum system that does not require the tracking of Momentum points for each individual NPC.

» NPCs share a single Momentum pool that is used by them all.
  » NPCs may never use more Momentum than their Max Momentum stat during a Turn.
» Gaining a Surprise Round grants +1 Momentum per PC to the NPC's shared Momentum pool.
» Nemesis NPCs gain 2 Momentum points at the start of their Turn.

Jotar is performing an Attack with the Sure Strike Action. This will grant him +1 Momentum point. Before he makes his Attack he spends this Momentum point to gain +1d6 Hit Dice.

Cover

» Cover is represented in 4 Steps: No Cover, Light, Heavy, and Entrenched.
  » And 3 primary Types: Visibility, Mental and Physical.
» Increases your Defence stat based on your current Intelligence.
  » Along with other minor effects.
» Only applies to combat.
» The amount of Defence you gain from Cover may be reduced by Attribute damage (pg: 72).

Cover Steps:

0) No Cover
» May not be increased by Cover +X Keyword.

1) Light Cover

Foliage, edge of a round pillar, smoke, low light, past a person, etc...

» Add your current Intelligence to your Defence.
» You may attempt to Stealth (pg: 193).

2) Heavy Cover

Chest high stone wall, stone doorway, complete darkness, blindness, low light + a round pillar, low light + smoke, past an ally with a shield, etc...

» Add your current 'Intelligence x2' to your Defence.
» You may attempt to Stealth.
» +2 Resistance (Does not Stack with other Cover).

3) Entrenched Cover

Stone doorway + Cover +1 from the Reposition Action, stone doorway + Low Light Cover, through a puncturable wall, past a Big enemy with a shield, etc...

» May ONLY be gained by having at least 2 different Types of Cover (ie: Low Light and Physical) or by being boosted by the Cover +X Keyword (ie: Heavy Cover with Cover +1).

» Add your current 'Intelligence x3' to your Defence.
» You may attempt to Stealth.
» +2 Resistance (Does not Stack with more Cover).
» +1 Armour (Does not Stack with other Cover).

"

In the haze of revelry, where goblets clink,
Etso stirs the soul, inviting us to drink.
With laughter swirling, mirth takes flight,
Genius flows like wine, igniting the night.
– Feast of the Inspiring Vine.

In wild abandon, we dance and sway,
His spirit guides us, leading the fray.
In every drop, a spark of the divine,
Etso awakens madness in a symphony of wine.
– Madness and Merriment.

Types of Cover

All forms of Cover have a Type that dictates their nature. Many abilities interact with different kinds of Cover (ie: a torch reduces Low Light Cover but has no effect on Physical Cover).

Visibility

Created by having some kind of soft physical barrier blocking your primary sense of the target. Such as dust, smoke, opaque glass, thick foliage, etc...

» Limits all vision in, out and through this kind of Cover.

Abundant Light

A rare sub-Type of Visibility Cover that reflects too much light in an area, such as looking directly at a sun or having a high-powered torch to your face.

» All effects that apply to Visibility also apply to Abundant Light, but not the other way around.

Low Light

A common sub-Type of Visibility Cover that reflects the absence of light in an area and is easily removed with a torch.

» All effects that apply to Visibility also apply to Low Light, but not the other way around.

Magic

A rare type of Cover that reflects mystical defence that is typically deflective in nature (ie: force field).

Mental

A rare type of Cover that reflects some kind of mental impediment or misdirection in a person's mind. Most commonly applied by enchanters, tricksters and tacticians.

Physical

The most common form of Cover is a physical barrier that can absorb projectiles. Such as walls, doors, other characters, pillars, etc... You commonly gain an increased advantage by being adjacent to Physical Cover (ie: gain Heavy Cover rather than Light Cover by being next to a pillar) and may Attack through adjacent Physcial Cover without penalty.

Characters & Shields

» Attacking through a non-adjacent character to another may grant your target Light (or Heavy if through an enemy with a shield) Physical Cover (pg: 70) against your Attack.

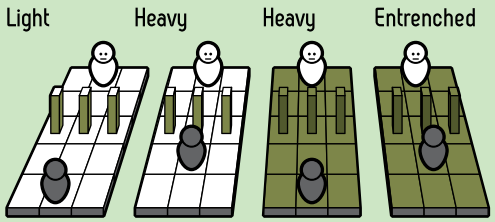
Stacking

Different Types of Cover may Stack together, but multiple instances of the same Type of Cover may only Stack up to Heavy Cover (ie: Light Low Light + Light Physical = Heavy Cover, x3 Light Physical = Heavy Cover)."

"The twisted woods closed in on me, ancient and watchful. My fingers curled around my bowstring, trembling not with fear, but with a kind of reverence. The stag - great and silvered as moonlight itself - moved through the mist like a dream on the edge of waking.

I followed, my steps silent, heart pounding in rhythm with the pulse of the forest. Its antlers stretch high, like the roots of a forgotten god. It knew I'm here. It had always known. This was no ordinary hunt. This was a pact, a dance of shadows and fate. And when our eyes met, who hunted whom?"

- Brunhilde Brownstone,
recounting childhood hunt to her children.



The GM rules that while Boris' target is far from the thin pillar they will gain Light Physical Cover, and Heavy Physical Cover when they are adjacent to it. They will also gain Light Low Light Cover when it is dark.

These two sources of Cover can combine to grant Heavy Cover (Light + Light) or Entrenched (Heavy + Light, and the Covers are of two different Types).

Keyword: Cover -X

A common Keyword for explosive Weapons and for characters that can see in the dark.

» Reduce the Cover of a specific Type by X for Attacks from this Weapon (ie: Cover -1 reduces Entrenched to Heavy, Heavy to Light, and Light to No Cover).

Keyword: Resistance X

This Keyword is primarily gained from Heavy Cover and shields.

» Reduce Weapon Endurance Damage against you by X (Stacks) down to a minimum of 1 damage.
» Only reduces End Dmg from Weapons, and also not during Surprise Rounds, from Stealthed enemies, or General Damage (ie: Collision, Burn, etc...).
» You and your Companion bodies do not share Resistances.

Damage

Endurance Damage

» When you succeed at an Attack Roll (pg: 69) you deal your Weapon's Endurance Damage (min 1) to your target.
» Endurance may not be reduced below 0.

0 Endurance
» If you have, or have just been reduced to, 0 Endurance you suffer an automatic Critical Hit from that source and they may use the Critical Boost Strong Hit option against you.

Attribute Damage & Death

» Everyone may use the Critical Hit and Critical Boost Strong Hit options: they're primary method of dealing Attribute damage.

» Critical Hit may only be used once per Attack, even if multiple sources (ie: other Strong Hit options) trigger a Critical Hit.

» PCs die when any Attribute is reduced to -5.
» NPCs are removed from Combat (die) when any Attribute (or their Durability) is reduced to 0.

Random Attribute Damage
» 1) Strength, 2) Reflexes, 3) Mobility 4) Focus, 5) Intelligence, 6) Grit.

Bleeding
» When any Attribute stat is reduced into a negative: You suffer 1 damage to a random (1d6) Attribute at the start of your Turn until a suitable Skill Roll of 12 is performed on you (Stacks).

Attribute Damages on Actions & Sub-Stats
» Reduces effectiveness of: Actions, End Dmg, Cover, Defence and Recovery,
» Not affected: Skill Rolls, Max Endurance, Combat Order, Max Momentum, Equipment Slots and Grit Re-Rolls.

» Strength (*Nothing*), Reflexes (-Defence, -Sure Strike Hit), Mobility (-Action Movement), Focus (-Max Momentum, -Weapon End Dmg), Intelligence (-Cover Defence), Grit (-Recovery).

Jill has been hit by an Attack that deals 4 End Dmg and causes a Critical Hit with 4 Crit Dmg. She suffers 4 Endurance damage and 1 damage (4 Crit Dmg - her 3 Armour) to her Reflex Attribute (reducing her Defence Sub-Stat by 1 and her +Hit bonus from the Sure Strike Action to 1).

» Optional Rule: If you suffer 2+ Attribute damage from a single Attack/source you gain a Physical or Psychological Condition of the GM's choice (pg: 198).

Keyword: General Damage, X

Environmental effects, abilities or Skill Rolls may cause damage to you that is only dangerous if you are low on Endurance.

» Suffer X Endurance damage.
» If you're at (or reduced to by this damage) 0 Endurance, then you suffer a Critical Hit with Crit Dmg X.
» Multiple instances (including Stacking) apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage or 2 Attribute damage).
» Not reduced by Resistance.

Keyword: Max Endurance Damage X

» See Skill Roll Damage rules on pg: 17.
» See Camp rules on pg: 84.

Failed Skill Rolls, environmental effects, Camp Tasks or enemy abilities may result in a reduction of your Maximum Endurance. This kind of damage is primarily healed through your Camp.

» Reduce a character's Maximum Endurance by X (Stacks).
  » Only reduces their current Endurance if it would drop below their new maximum.
  » Primarily healed through your Camp's 'Daily Max Endurance Healing' sub-stat value (pg: 88) during Downtime.

Izel's current and max Endurance is 20. He suffers 2 Max Endurance damage, reducing both to 18.

Keyword: Resistance X

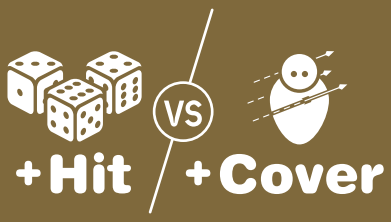
Primarily gained from Heavy Cover (pg: 70), and is especially effective on characters with high Endurance, but weak against General Damage.

» Reduce Weapon Endurance Damage against you by X (Stacks) down to a minimum of 1 damage.
  » Only reduces End Dmg from Weapons, and also not during Surprise Rounds, from Stealthed enemies, or General Damage (ie: Collision, Burn, etc...).
  » You and your Companion bodies do not share Resistances.

Jotar is a Creet with 2 Resistance. He suffers 4 End Dmg from an Attack, which is reduced down to 2.

Strong Hit: Critical Hit (Once per Attack) All damaged characters suffer your Weapon's Crit Dmg (-target's Armour) to a random (1d6) Attribute.
Strong Hit: Critical Boost: +1 Critical damage vs all damaged characters with 0 Endurance (Stacks).

Attack Roll & Damage



Attack Roll vs Targets Defence

Attack Rolls: Hit Dice +Hit.
Defence: +Cover.

Success = Deal Endurance Damage

Endurance Damage is reduced by 'Resistance' (min).
Heavy Cover grants -2 End Dmg (min 1).
0 Endurance = automatic Critical Hit and may use Critical Boost.

Critical Hit = Attribute Damage

Attribute Damage is reduced by 'Armour'.
Entrenched Cover grants +1 Armour.
Critical Hits may ONLY happen once per Attack.

-5 Attribute = PC Death
-0 Attribute = NPC Death

-1 Attribute = Bleeding.

Healing

Endurance
- » Typically healed with the Prep Action (pg: 67) during combat.
- » Heal all Endurance after each combat with a short rest.
- » Max Endurance damage is typically healed via your camp (pg: 88) during Dowtime.

Remove Effect
- » Task, Skill Roll of 12.
- » Remove all effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character.
- » Retrying this task does not impose a -2 penalty.

First Aid
- » Task, Skill Roll of 12.
- » Heal 2 Attribute damage to all nearby characters that was dealt in the past 5 minutes.
- » May only be performed outside of Combat.
- » May only be successfully applied once per character.
- » May only be successfully performed once per group per 5 minutes.
- » Retrying this task imposes a cumulative -2 penalty.

Care
- » Task, Acquisition Roll of 12t.
- » Heal 3 Attribute damage on a single character.

Healing Self
- » Any healing roll that heals Attribute damage and is affecting yourself (ie: First Aid or Care), increases the difficulty of that roll by 2.

Healing Vial
- » Small, Acquisition Roll of 12t.
- » 2 Uses.
- » +1 to a failed healing roll (Stacks) OR your Prep Action gains 'Aura 1: Heal a character 1d6 Endurance'.

A modest wylding potion with subtle mending powers. While not potent, its gentle restorative powers can provide crucial aid for those who wield it wisely.

Cure - Psychological/Physical
- » Task, Acquisition Roll of 14t.
- » Remove a GM psychological or physical Condition (pg: 198) that was not gained from your Species or a Trait.
- » May require a Workshop and/or a suitable Arcane ability.

All-Power and wylding are the most effective forms of healing magic, Enchanters and clergy may be gifted in healing the mind and techno-mages can craft artificial limbs.

Camp Healing
- » Daily Max Endurance Healing = Rest.
  - » Each PC heals this much Max Endurance damage per day.
  - » Camp Task: Sleeping at a safe and comfortable establishment grants +2 daily Max Endurance healing.
- » Attribute Healing per Session = 1 per 4 Rest/Supplies.
  - » The party heals this amount of Attribute damage at the end of each session.
    - » This may be spread across multiple PCs.
- » See Camp rules from pg: 84.

Prep Action, Mid-Combat Healing

Gwenyr has just performed the Prep Action during combat, granting her a Recovery and a Skill Roll.

Her Recovery Sub-Stat is 3 (equal to her Grit Attribute), healing her Endurance from 12 to 15. She also successfully performs an Apothecary Skill Roll of 12 to remove all effects of one kind - in this instance: Burn - from a nearby ally.

First Aid, Post Combat Healing

The PCs have just won a large combat where they have all suffered Endurance and Attribute damage.

As soon as they have a few moments to rest, each PC will regain all of their lost Endurance.

Sigrid performs a First Aid Skill Roll. As she is including herself she will need to roll an Apothecary roll of 14. She is successful, which heals each PC: 2 Attribute damage that was dealt during the fight. Any further Attribute damage will need to be healed in other ways.

Care & Rest, Downtime Healing

After a long day exploring a dangerous monster's lair, Izel is rather beaten up with -12 Max Endurance damage and 2 damage to his Strength and Grit Attributes.

His parties Camp has a 'Daily Max Endurance Healing' value of 4 and an 'Attribute Healing per Session' value of 1. This will heal his Max Endurance damage back up to full after 3 in-game days of rest, and heal 1 Attribute damage to one PC at the end of each game session.

Sigrid is a skilled healer and Izel asks her to perform a Care roll on him to heal 3 points of Attribute damage. This is an Acquisition Roll so a Spare Time Point will need to be spent, but as it is a Healing Roll this point may be spent by Izel even though he is not performing the roll.

Sigrid succeeds with an Apothecary roll of 12.

How to Heal

Negative Effects

A Skill Roll (via Prep Action during Combat) of 12 removes ALL effects of one type.

Endurance Damage

Prep Action during combat.
Heal all with a short rest outside combat.

Max Endurance Damage

A day's rest via your Camp.

Attribute Damage

Care Acquisition Roll.
Possibly a little per session via your Camp.

Weapon Type: Companion

» Companion are separate characters to you.
  » You must define their Nature (ie: Fungizombie, Legion, etc...).
  » They are loyal to you and will (generally) obey your commands, but will also act according to their Nature.
  » They count as allies (ie: for purposes of Auras, Strong Hit options, etc...).
» Companions do not perform Actions, instead: When you perform an Action you may allow your Companion to gain any effect from that Action instead of you (ie: your Companion Attacks rather than you).
  » Use your Attribute values to calculate Action bonuses (ie: Hit +Ref, etc...) and Weapon End Dmg (+Focus), but use their Mobility stat rather than yours.
  » Companions Attack as a group and gain +1d6 Hit and +1 End Dmg per Attacking Body.
  » Companions may move once at the end of your Turn for free (up to their Mobility stat) if you did not grant them a move from one of your Actions during your Turn.
  » Companions use your Skill bonus/penalties and Tools, but may only gain up to a maximum of +1 to their roll.
» You and your Companions share a single Endurance pool.
  » You and your Companion bodies do not share Resistances.
» Companion Bodies are removed from Combat (ie: killed, wounded, scared off, etc...) if their Durability is reduced to 0.
  » Each Body individually tracks Durability damage.
  » Companion Bodies that are permanently lost (ie: killed) may be regained in a narratively appropriate manner according to their Nature (ie: recruit more men-at-arms at a city, etc...). This may require a Skill Roll.
» Effects (ie: Burn) are applied to (and also removed from) the entire Companion Group at once, unless they have the 'Individual' Keyword. If they apply damage, then it only deals that once per Round.
» Companions may NOT select options that increase required Hands (ie: Shield Modifications).
  » NPC Henchmen and Troop groups can.

» Only Weapon Companions may select Companion Variations and Modifications.

» See Attack Roll rules on pg: 69.
» See Damage rules on pg: 72.
» See Action rules on pg: 66.
» See NPC Henchmen and Troop Groups (pg: 111).

Nature

GMs should spend some time defining the physical and psychological nature of a Companion, and their relationship with their controller. This nature should come with a range of positives and negatives, and should be reinforced by the Companion's Variation and Modification choices (from pg: 182). The examples listed here are intended to inspire GMs and PCs and we encourage you to create more.

Cerbion Hound
» Has a canine mind (loyal to the pack, distrustful of outsiders, loves a tummy rub, etc...), excellent at guarding a location or person, has a keen sense of smell, and is able to function in Arctic hostile environments.

Kaltoran Men-at-Arms
» Keen sense of self-preservation, is very loyal if they are able to comfortably 'eat, rest and socialize', and is able to function in Low-Light environments.

Techno-Magic Golem
» Will ONLY do what it is told, no self-interests, may be altered by techno-mages, and has a mechanical body.

Wraith
» Will rematerialize within a day of being slain, floats over terrain, may be forced/convinced to move through walls, may carry no items, and has a body made of Nix/Fey dust.
» The free 'Special Movement - Incorporeal' Companion Modification is taken to reinforce this nature.

Bodies: X

» This Companion group has X physical characters.
» Each Body has the same stats and may move (but not Attack or perform other Action effects) independently.
» Companion Bodies are Attacked independently.

Attacking
» Companion Groups Attack as a single Attack Roll.
» Use the worst Ideal Range, Max Range and Cover from any Attacking Body for their Attack.
  » Not all Bodies need to Attack.
» Each Attacking Body (even if there is only 1) grants: +1d6 Hit and +1 End Dmg.

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Ally - Squire	3d6	+3 +Skill	1 -> 2	2	2 +Focus	4	Companion, Warrior.	13t	2
Defence: 17, Armour: 3, Durability: 2, Bodies: 1, Mobility: 5, Individual.									

Misc	Notes	Acquire	Resources
Small Pet - Trained Bird	Companion (Defence 16, Armour 2, Durability 2, Mobility 6) that may carry Trinket items (0 Slots). You are Tiny and your Bodies are immune to non-direct Splash/Cleave damage. You do not count as an ally for Weapon and ability effects. May Fly. Know 2 complex tricks (locate companions, return to camp).	10t	0

Keyword: Individual

» Your Bodies (Companion, Troop, etc...) do not gain +1d6 Hit and +1 End Dmg per Attacking Body.
» Effects are NOT applied to (or removed from) all Bodies at once.

Keyword: Durability: X

» After this character/object receives X Attribute damage they are removed from combat (see below).
» Attribute damage/healing = Durability damage/healing.

Removed from Combat

Companion Bodies are removed from combat if their Durability is reduced to 0. This may represent them being killed, destroyed, running from combat in fear, or simply being wounded so bad that they can no longer able to contribute to the combat. The GM should describe what happens to the wounded Companion in a way that they feel fits the scene.

Companion Bodies that are removed from combat will become functional again once a character who is Trained in a suitable skill (ie: Apothecary) spends 8 minutes with them, or when the GM deems it is appropriate.

Attribute Dmg 2+

» Your Critical Hits deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).

Keyword: Crit Loc +/-X

» Your Critical Hits deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

Skill Rolls

» Companions may perform Skill Rolls.
» Companions use your Skill bonus/penalties and Tools, but may only gain up to a maximum of +1.
» The GM may wish to apply an additional -2 penalty, and say they have no Tools, if the Nature of your Companion is not appropriate (ie: a Legion Merc may not have a good reason to gain even +1 to an Astronomy Skill Roll).

Equipment Slots

» Companion groups have 2 Equipment Slots to carry extra items.

Effect: Suppressed

» Stops that Companion Body from moving during their next Turn.
» Does not reduce their number of Actions (normally -1 Action during your next Turn).

NPCs

NPC Henchmen and Troop Groups (pg: 111) use very similar rules to Companions.

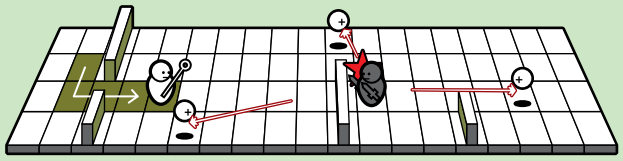
Two Quick Strikes, Split Move & Attack

Claude performs the Quick Strike Action twice in his Turn. Each allowing him to move and Attack. For his first Quick Strike he moves and allows his Companion to Attack. For his second Quick Strike he allows his Companion to move and he Attacks. If Claude were to take both move effects onto himself his Companion would have gained a free move at the end of the Turn.

Sure Strike

Claude has just performed the Sure Strike Action, granting him an Attack with 'Hit +Reflexes' and 'Range +Focus'. He opts to grant this Attack to his Companion, which will use his Attributes to boost it's Attack.

Worst Cover & Ideal Range



Claude has a squad of 3 spherical techno-magic golem Companions. During his Turn he performs the Quick Strike Action, allowing him to Move and Attack. He takes the Move effect on himself and grants the Attack effect to his Companion group.

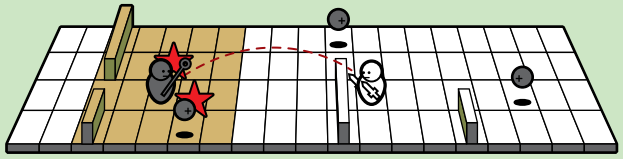
If all 3 Companion Bodies Attack their target it would receive Heavy Cover (as the target is gaining Heavy Cover vs one of the golem Bodies). If Claude opts to only Attack with the Drone Body furthest from him their target will have no Cover.

If all 3 Companion Bodies Attack their target they would use their worst Ideal Range. If Claude opts to only Attack with the bodies that are within their Ideal Range they will suffer no Strong Hit penalties.

Each Attacking Body grants +1d6 Hit and +1 End Dmg.

Shared Endurance Pool

Cleave 1, End Dmg 4



Glashick Attacks with a Cleave 2 Weapon that deals 4 End Dmg to them and one of their Companion Bodies. His enemy suffers 8 total Endurance damage as they share a single Endurance Pool with their Companions.

Mounts, Charging & Jousting

» Work like Companions except when mounted:
  » Costs 4 movement to mount and dismount this Companion.
  » Both characters move together, no shared Action effects and no free movement at the end of Turn.
  » Costs 4 movement to move sideways 1 space and costs all of an Action's movement to move backwards 1 space.
  » Either the Mount or rider can be targeted while they're being ridden (Splash/Cleave Attacks may damage both Mount and rider).

  » **Defence:** Add bracketed value to the rider's Defence.
  » **Mobility:** Add bracketed value to the rider's movement, this value is used for all movement.

» After you have moved 6+ spaces forward without Attacking you may trigger a Charge OR a Joust against enemies within your Front Arc: 90°:
  » **Charge:** May Attack (ie: from an Action) at any point along your movement (normally at the start or end).
  » **Joust:** If you're Charged by an enemy you may immediately perform a Sure Strike Action to Attack the Charging character.
    » Treat your Attack distance as '1, 2 or 3' spaces.
    » Both Attacks are applied at the same time if using the same Attack distance, otherwise the higher distance goes first.
    » You perform 1 less Action during your next Turn.

» Apply even when not mounted:
  » **Rotation Arc:** May only change facing by this amount.
  » **Beast Attack:** Rider may spend the required Momentum to apply damage to a character within the listed Aura distance of the Mount.

» See list of Mount options on pg: 191.

Mounts can play a pivotal role in combat, especially in areas of open terrain when they can easily build up speed and manoeuvre.

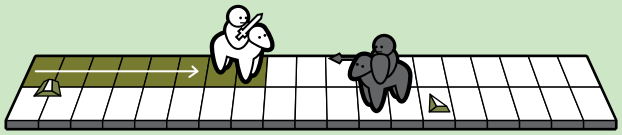
» **Optional Rule:** Mounts cost -1 Resource if your campaign has very few outside combats with large open spaces.
» **Optional Rule:** Mounts cost +1 Resource if your campaign has many outside combats with large open spaces.

Stat Changes

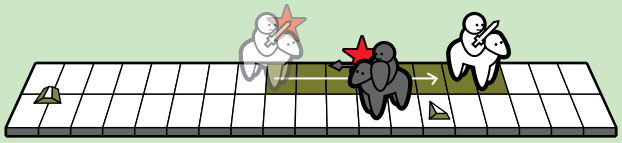
Ralf has 14 Defence and 4 Mobility. When he is riding his Great Stag mount (Defence: 14 (-2), Mobility: 10 (+4)) his Defence is reduced to 12 and he uses 8 Mobility for calculating movement (though he is only able to rotate 90° at the end of his Turn).

While mounted, Ralf and his Great Stag move together and share a single Endurance pool. Either he or his mount be targeted when they are Attacked.

Charge & Joust



Ralf performs the Reposition Action to move forward 10 spaces while mounted. As this was at least 6 spaces he may now trigger one Charge or Joust effect.



Ralf performs a Quick Strike for his second Action, moving forward 8 spaces. He wishes to use his Charge to Attack after moving 2 spaces, and the next 6 to allow a new Charge or Joust.

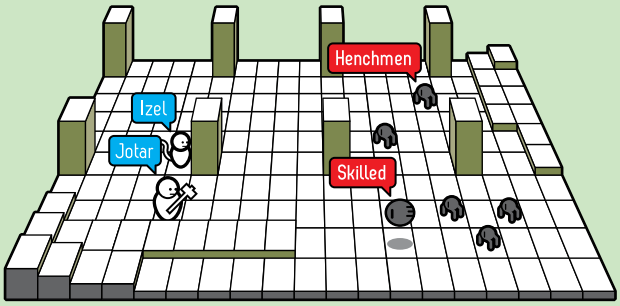
Unfortunately, his opponent has a Joust effect at the ready (as they moved at least 6 spaces before now without Attacking) and can Attack Ralf in response to his Charge. His opponent chooses to Attack at Range 3 (as he is armed with a lance) while Ralf Attacks at Range 2 (with his sword): this allows his opponent to Attack Ralf first.

Ralf's mount also has a Beast Attack Momementum ability, alllowing him to spend 2 Momentum to deal a further 4 General Damage to his foe.

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Spear / Lance	3d6	+1 +Skill	2 -> 3	3	1 +Focus	4	Blade, Steel.	10t	2
Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice).									

Misc	Notes	Acquire	Resources
Mount - Great Stag	A Companion that a character can ride (requires 1 hand to control, this hand can also carry a Shield or Utility), **Defence: 14 (-2), Armour: 3, Durability: 2, Bodies: 1, Mobility: 10 (+4, Rotation Arc: 90° at the end of your Turn)**, Individual, Big, May carry 2 Equipment Slots, Beast Attack **(Momentum 2: Aura 1 (and along your movement path)**: Once per Round an enemy suffers 4 General Damage). May gain the Trick Modification three times (normally once).	14t	1

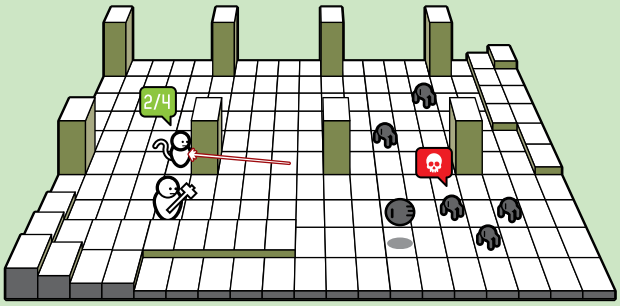
Example Combat



Setup

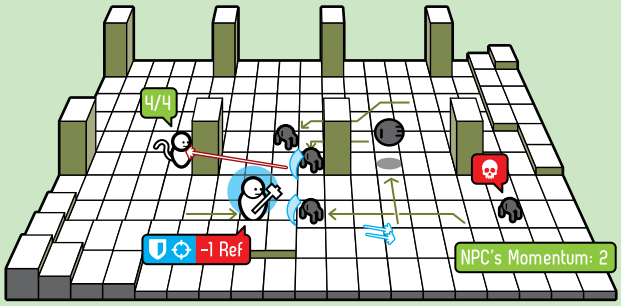
Jotar and Izel are attacking a group of scouting Children of Pol automations in an underground ruin.

» GM draws up the Battlemap and determines starting locations.
» Izel passed a pre-combat Stealth Skill Roll to ambush the automations. This will grant him a Surprise Round Action.
» The largest foe is a Skilled NPC (pg: 111).
» The smaller foes are a Henchmen NPC Group (pg: 111).
» **Combat Order:** Izel: 5.2, Skilled: 3.4, Jotar: 3.1, Henchmen: last.



Surprise Round

Izel (Sure Strike Action)
» **Momentum Points (2):** +1 from his Surprise Round and +1 for performing the Sure Strike Action (total = 2). Izel may have up to 4 unspent Momentum as he has a Focus Attribute value of 4.
» Izel attacks a Henchman with the Sure Strike Action.
» **Attack Roll (18 vs 16):** 3d6 (Weapon's Hit Dice) +1 (Weapon's Hit bonus) +2 (Izel's Reflex Attribute) for a total of 18 vs the target's Defence of 16. Resulting in a success and a Strong Hit die roll of '6' that she spends on a Critical Hit.
  » If his target had been outside his Weapon's Ideal Range then he would have caused no Strong Hit.
» **Endurance Damage (6):** 2 (Weapon's End Dmg) +4 (Izel's Focus Attribute) for a total of 6 damage dealt to the Henchmen group's shared Endurance pool.
» **Critical Hit (1):** Deals 3 Attribute Damage (Weapon's Crit Dmg) -2 (target's Armour) resulting in 1 Attribute damage and the death of that Henchmen body (as each Henchmen Body has 1 Durability).



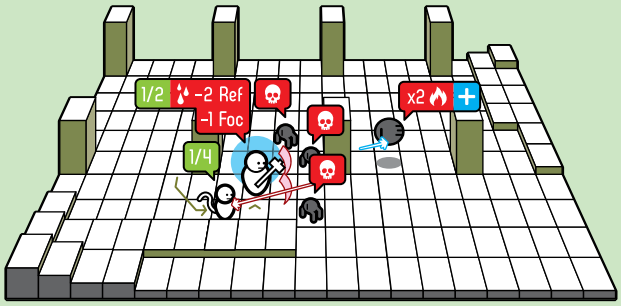
Turn 1

Izel (Prep & Sure Strike)
» Performs the Prep Action Action to gain +1 Momentum and perform a Techno-Magic Arcane Roll to grant Barrier (pg: 194, Light Magic Cover until Izel's next Turn) to his ally by passing a Metallurgy Skill Roll of 14.
  » **Light Cover** grants Jotar +3 Defence (equal to Jotar's Intelligence Attribute).
» Performs the Sure Strike Action to Attack another Henchmen.
  » Gains +1 Momentum.
  » **This Attack succeeds.** Dealing another 6 Endurance Damage and kills a Henchmen with a Critical Hit.

Skilled (Sure Strike & Quick Strike)
» Performs the Sure Strike Action to Attack Jotar.
  » Gains +1 Momentum (which is added to the NPCs shared Momentum pool).
  » **This Attack succeeds.** Dealing 5 Endurance Damage (reduced to 3 as Jotar has 2 Resistance) and 1 damage to a random Attribute (roll 1d6, resulting in a 2: Reflexes).
» Performs the Quick Strike Action to Attack Jotar before moving 3 spaces (a distance equal to their Mobility Attribute).
  » **This Attack succeeds.** Dealing another 5 Endurance Damage (reduced to 3).

Jotar (Take Aim & Reposition)
» **1 damage to Jotar's Reflexes** reduces his Defence and +Hit Bonus from Sure Strike by 1.
» Performs the Take Aim Action to grant his next Attack +2 Hit and End Dmg.
» Performs the Reposition Action to move forward 3 spaces and gain +1 Cover until his next Turn.
  » This increases his current Cover from Light to Heavy: Granting +6 Defence (his Intelligence Attribute x2) and +2 Resistance (for a total of 4).

Henchmen (Quick Strike)
» Performs the Quick Strike Action to move forward. Two are within their weapon's Max Range to Attack Jotar.
  » They gain +1d6 Hit and +1 End Dmg **per Attacking body**.
  » **This Attack succeeds.** Dealing 9 Endurance Damage (reduced to 5) and no Strong Hits.



Turn 2

Izel (Prep & Sure Strike)

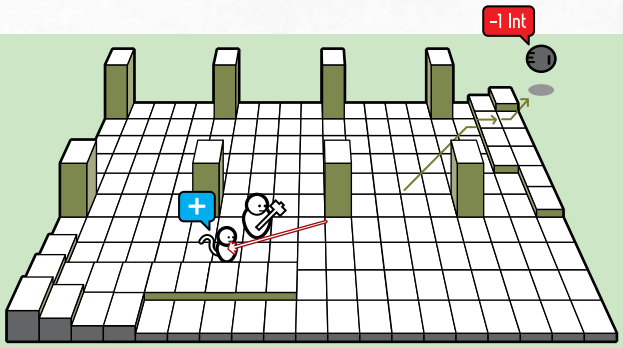
» Performs the Prep Action Action to move forward and re-apply Barrier to Jotar.
» Performs the Sure Strike Action to Attack the Skilled NPC.
  » **Spends all 4 Momentum points** to trigger his '**Momentum 2:** Arcane Mix' ability (pg: 146) to automatically apply x2 'Burn' Strong Hit options to all damaged characters.
  » **This Attack succeeds.** Dealing another 6 Endurance Damage and applies the x2 Burn effects.
  » Chooses to gain his +1 Momentum after his Attack.

Skilled (Prep & Sure Strike)

» Suffers 6 Endurance Damage from the Burn effects (3 each).
» Performs the Prep Action Action to gain +1 Momentum and performs an Apothecary Skill Roll of 12 on himself to remove all Burn effects.
» Performs the Sure Strike Action to Attack Jotar.
  » Gains +1 Momentum.
  » **Spends all 3 Momentum points** to trigger the universal '**Momentum 1:** +1d6 Hit Dice' ability to boost their Attack.
  » **This Attack succeeds.** Dealing 5 Endurance Damage (reduced to 1 as Jotar has 4 Resistance) and 1 damage to a random Attribute (roll 1d6, resulting in a 2: Reflexes).
  » This reduces Jotar's Reflexes down to -1, which results in him gaining the **Bleeding** effect.

Max (x2 Sure Strike)

» Bleeding deals 1 damage to a random Attribute (roll 1d6, resulting in a 4: Focus) at the start of his Turn.
» Performs x2 Sure Strike Action to Attack the Henchmen.
  » Gains +1 Momentum each time.
  » **His 1st Attack succeeds.** Dealing 10 Endurance Damage to the Henchmen group's shared Endurance pool and a Critical Hit to kill that one Body.
  » **Spends 2 Momentum points** on his 2nd Attack to trigger his '**Momentum 1:** Cleave +1' (pg: 147) ability twice to apply this Attack to a 2nd target.
  » **His 2nd Attack succeeds.** Dealing 16 Endurance Damage to the Henchmen group's shared Endurance pool (8 to 2 different Henchmen Bodies), this reduces them to 0 Endurance which causes a free Critical Hit on each damaged Henchmen. Killing them both.



Turn 3

Izel (Prep and Sure Strike)

» 'Shield - Guardian' is removed from Jotar.
» Performs the Prep Action Action to gain +1 Momentum and perform an Apothecary Skill Roll of 12 on Jotar to remove the Bleeding effect, and then moves back.
» Performs the Sure Strike Action to Attack the Skilled NPC.
  » Gains +1 Momentum.
  » **Spends all 3 Momentum points** to trigger the universal '**Momentum 1:** +1d6 Hit Dice' ability to boost his Attack.
  » **This Attack succeeds.** Dealing 6 Endurance Damage and reducing the Skilled NPC to 0 Endurance
    » Damage a character at, or reducing them to, 0 Endurance causes you to deal an automatic Critical Hit, and allows the use of the 'Critical Boost' Strong Hit option to increase a Weapon's Crit Dmg. Izel uses these to overcome the Skilled NPC's Armour of 3 and deal 1 damage to their Intelligence.

Skilled (2x Reposition)

» Wounded and with his allies dead, the Child of Pol decides to retreat so that he may fight again another day. If it were not a scout it may have decided to continue to fight.
» Performs the Reposition Action twice to flee the combat, moving 5 spaces with each Action (3 from his Mobility Attribute, and +2 from the Action).

» **The GM then declares the combat to be over.**

Aftermath

The Players decide to not chase down the Skilled NPC as Jotar wants Izel to perform the First Aid healing roll, which requires an Apothecary Skill Roll of 12.

» **This heals 2 points of Attribute damage** that was caused within the past 5 minutes to all nearby friendly characters.
  » Jotar has suffered 2 Reflexes and 1 Focus damage. He chooses to heal both by 1 point.
» During their next Downtime they may attempt a Care Acquisition Roll of 12t to heal the remainder of his damage.
» A minute of rest is also enough time for both characters to **heal all of their lost Endurance.**

Camp

No one was meant to travel alone, Halvar had decided. His camp was little more than a fire, a makeshift shelter to keep out the rain, and a meal of bubbling soup, and yet it had still been an act of drudgery to set up, something that could have been swifter with companions. No one wanted to stop for the night, feet aching and cheeks sore and red from the biting breeze, and then work their way through a checklist of chores before they could lay down to sleep.

Still, there were definite advantages. The soup was all Halvar's, and his rumbling stomach was certainly demanding the whole lot. The Creet murmured softly to himself as he stirred, connecting the fanciful travel stories he'd tell next time he came across a tavern, and no one spoke up to challenge his mild embellishments.

Halvar's memory sparked, and he reached over to his pack, digging around the mass of blankets, spare boots and scattered coins until he felt the tiny glass shape. He extricated it with a sigh of relish, holding the tiny vial up to the light. His mother's signature – and highly secret – blend of spices sat innocently in its clear bottle, the envy of towns for miles around, and the perfect thing to lift Halvar's spirits.

The Creet hummed a jaunty tune as he gently shook a few flecks of powder into the steaming broth. The twin suns descended as he flung out his bedroll, and as he spooned himself ladels of dinner, he found himself suddenly unbothered by the cold that came with the approaching dark. With a stomach full of hot soup, wrapped in thick woollen blankets and warmed by memories of home, Halvar felt nothing but the anticipation of a hearty night's sleep.

Camp Creation

» See GM Guide for Downtime from pg: 104.
» See List of Camp Developments on pg: 196.

Camps are created in a similar way to characters, except that they have an Influence cost that is paid by all PCs, make use of Developments and are far simpler.

Give it Flavour & a Typical Layout

Players and GMs should take the time to describe the PC's camp, paying special attention to the nature of its Developments so that it may increasingly add more narrative depth and interest to the campaign. Treat the camp like another character – especially if it includes NPCs – with its own look, quirks and general layout. A camp should be so much more than just a collection of tents, tools and stats, especially when it comes to travelling and setting up camp.

It may be worth taking the time to draw a rough map of how your camp is generally arranged.

Travel Hurdles & Opportunities

A camp will greatly impact both how and where the PCs travel. Your Planning Attribute will set your Travel Speed and define what locations may be automatically traversed. Many hostile environments (such as deserts) may require Skill Rolls or a high Rest Attribute to avoid Max Endurance damage. Most Transport Developments – such as Cart and Wagon – may have narrative restrictions as to where they can go, which will push the PCs towards travelling along roads. Camp Tasks (pg: 89) such as Scout and Tavern may greatly impact the safety of a journey.

GMs are encouraged to play up these narrative considerations, and encourage their Players to plan their journeys.

Downtime

From a mechanics point-of-view, camps are primarily used by the PCs for storing items and during their Downtime: healing Max Endurance and a little Attribute damage and granting Workshops for Acquisition Rolls.

Camp Creation Tips

A basic camp for Level 1 PCs will typically only have 3 Attribute points (as each PC will have 3 Influence). This will quickly grow if you and your team invest in Developments.

» Your group may want to place their first 3 Attribute points into Transport (for storage space) Authority (to openly carry weapons into towns) and Rest (to grant a little Max Endurance damage healing).
» 2 Attribute points placed into Work is a great way to gain an Apothecary Workshop (to help with for Healing Rolls).
» Basic Developments (such as Maps and Cooking Pot) should be acquired within your first few game sessions, as they only cost 12t and each grants +1 Attribute point.
» All Camps grant at least 1 free Perk (pg: 197).

Influence Cost

» Camps cost each PC 1 Influence per camp Attribute.
  » Attribute points gained from Traits and Developments cost 0 Influence.
  » Camps grant each PC 1 free Perk (pg: 197). They may pay 1 Influence to gain an additional Perk for themselves.
» Camps have no Acquisition cost apart from Developments.
» See Influence rules on pg: 48.

Influence Cost

The PC's camp has 4 Attribute points (1 Transport, 0 Planning, 1 Authority, 0 Work, 1 Rest and 1 Supplies) and 1 free Perk. This will cost each PC 4 Influence.

Sarah has elected to have 2 Perks, which will cost her an additional Influence point. She has also acquired the Backpacks Development for the camp: increasing their Transport value to 2.

"You can tell a lot about a people by what and how they eat. Food is more than just sustenance: it is a reflection of values, history, economics and community. It is the great unifier of all living beings across Akharon.

The people of the Kingdom of Ire have practical but diverse diets, with a strong tradition of taverns and inns. Sharing a meal or a drink is a chance to gather news and strengthen bonds. Theirs is a nation of many cultures and endless happenings. If one wishes to flourish, one must remain informed and open to new foods and new people.

It would not be a noteworthy sight in Ire for a Creet to be munching on a crystal pie alongside a Dracim with a plate of meat and a nostalgic Kaltoran enjoying his great-grandfather's favourite stew.

The Holy Kingdom of Catla is a land of hierarchy. The peasants and slaves live on gruel and mead, designed to keep them physically strong and sedated at night. While those of wealth throw extravagant parties as a means of building social capital.

The Tarquinius Republic is a land of swamps, mountains and coastal cities. Their cuisine, centred around rice and an array of vibrant spices, masterfully balances bold flavours with long-lasting preservation techniques. Thanks to their culinary ingenuity, the travelling merchants and sailors of the Republic consistently enjoy meals far superior to those of their counterparts."

– Adam Blackpot,
From Field to Table.

Step by Step Guide

Pg:

A » Distribute your Attribute points. 85
- » Attributes have a minimum of 0 and a maximum of 5.
  - » Attribute points gained from Traits and Developments cost 0 Influence and may increase Attributes above 5.
- » Attributes points costs all PCs 1 Influence.

» Calculate your Sub-Stats: 86

B » Equipment Slots = Transport x the number of PCs.

C » Travel Speed = 100 + (Planning x10).

» Automatic Traversal = Planning.

D » Free Perks = 1 + (1 per 4 Authority).

» Automatic Permission = Authority.

E » Workshops = 1 per 2 Work.

F » Daily Max Endurance Healing = Rest.

» Attribute Healing per Session = 1 per 4 Rest/Supplies.
- » Do NOT add Rest and Supplies together (ie: 4 Rest and 3 Supplies heals 1 Attribute point).

» Attribute Healing per Session = 1 per 4 Rest/Supplies.

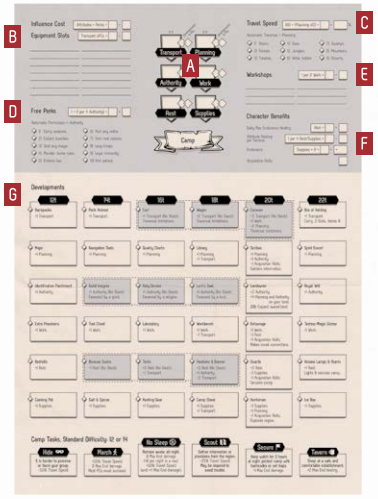
» Endurance boost = Supplies + 8.

» Acquisition Rolls modifications (from Developments).

G » Acquire any number of Developments. 88
- » Pay any Acquire cost.
- » During character creation you may acquire options with an Acquire cost of 14t or less without an Acquisition Roll (still costs a Spare Time Point).

E » Select your Workshops.

» Select your Perk(s) on your PC's Character Sheet. 197
- » Perk beyond your Free Perks costs that PC 1 Influence.



> "Hunger and spoiled food have demoralized and defeated many an expedition. While a skilled steward, cook and hunter may not guarantee victory, they will ward off certain defeat."
>
> – Lady Rungano Kudya,
> preparing expedition up Mon's Reach River.

Attributes

» Camps have 6 Attributes:
- » Transport, Planning, Authority, Work, Rest and Supplies.

» Each Attribute point costs 1 Influence.
- » Attributes have a base minimum value of 0 and a maximum of 5.
- » Attribute points gained from Traits and Developments cost 0 Influence and may increase Attributes above 5.

Camp Attributes do not work like character Attributes (they are never damaged) as they are primarily used to determine your camp's See Sub-Stats. They reflect both the party's skill, NPC assistance and the quality of their camping equipment.

Transport

Capacity to transport additional materials and goods through logistical organisation, crates, bags and pack animals.

» Equipment Slots = Transport x the number of PCs.

Planning

Ability to plan their journeys through quality charts, ability to gather information and acquire equipment.

» Travel Speed = 100 + (Planning x10).

» Automatic Traversal = Planning.

Authority

Ability to navigate and control the levers of legal and social power through nobility, diplomatic connections, administration or reputation.

» Free Perks = 1 + (1 per 4 Authority).

» Automatic Permission = Authority.

Work

Your group's investment in bulky tools and mobile tools, such as a blacksmith's anvil, mobile carpenters kit, compact distillery or simple chest of heavy books.

» Workshops = 1 per 2 Work.

Rest

Your camp's general feeling of safety, protection from the elements and the quality of its sleeping conditions.

» Daily Max Endurance Healing = Rest.

» Attribute Healing per Session = 1 per 4 Rest/Supplies.
- » Do NOT add Rest and Supplies together (ie: 4 Rest and 3 Supplies heals 1 Attribute point).

Supplies

The quality of quantity of available food, cooking supplies, general repair tools and animal feed.

» Attribute Healing per Session = 1 per 4 Rest/Supplies.

» Endurance = Supplies + 8.

Sub-Stats

These are miscellaneous minor stats for your camp that grant a range of benefits to all PCs.

Equipment Slots = Transport x the number of PCs

» Works the same as Equipment Slots for characters (pg: 53), except that they are not easily accessible as they are stored at your camp in packs, chests, etc...

Gwenyr, Jotar, Sigrid and Xipil are a party of 4 PCs. Their Camp has 2 Transport, giving them 8 Equipment Slots of storage.

Travel Speed = 100 + (Planning x10)

» Most towns are 1 day travel (8 to 10 hours) from each other at 100% Travel Speed.
» Travelling more than 8 hours a day requires the 'March' Camp Task (pg: 89).

Automatic Traversal = Planning

Your party may traverse through the following environments with minimal trouble (ie: no Skill Rolls, no Skill Roll damage, and fewer attacks from monsters or bandits).

» Any difficult environment may reduce Travel Speed (typically by -50% or more), even with Automatic Traversal available.

1) Rivers.
Bridges, ferries and boats are the safest and most efficient means of crossing a river. Though, a little planning may be used to make use of fords, rafts and wading.

» Cart, Wagon or Caravan Developments, or 4+ Work/Supplies Attributes will prevent travel across difficult rivers.
» Swimming is impossible when wearing a Heavy Outfit.

2) Forests.
Travel time through wooded regions is not only slowed by dense vegetation, bandits, wild animals and lack of pathing but the risks of becoming lost are also amplified by low visibility, uniform landscapes and changing light conditions.

» Cart, Wagon and Caravan Developments may prevent travel through portions of a dense environment without a path.

3) Tundras.
Traversing these vast frozen landscapes is always arduous, even for the most seasoned of explorers. Planning and preparation are required to survive its extreme weather, frozen ground, snow, monsters, limited vegetation and sparse huntable game.

» Non-Legion characters require suitable clothing (ie: Explorer's Clothing (pg: 190) or Explorer's Backpack Utility (pg: 188)) to survive a tundra environment without 3 Planning.

4) Seas.
Traversing oceans is a treacherous undertaking, not only due to harsh weather and monsters, but they are also dominated by Akharon's most hostile nations.

» PCs with 4 Planning may secure passage on a suitable ship without performing a Wealth Acquisition Roll of difficulty 14+.
» Sea voyages are particularly dangerous, even with 4 Planning.

5) Jungles.
Tropical environments are especially difficult due to their tangled vegetation, high rainfall, unfamiliar plants, exotic diseases and many monsters.

» Cart, Wagon and Caravan Developments may prevent travel through portions of a dense environment without a path.

6) While Hidden.
» PCs with 6 Planning may travel unseen and untracked through dangerous lands while travelling at their full Travel Speed.
» PCs without 6 Planning must pass a mixture of Skill Rolls (ie: Stealth and Pathfinding) to travel unseen and untracked, and will still suffer at least -50% Travel Speed.

7) Swamps.
Travellers navigating through difficult marshy landscapes must contend with unpredictable terrain, murky waters, dense vegetation, illnesses and hidden monsters.

» Cart, Wagon and Caravan Developments may prevent travel through portions of a dense environment without a path.
» Swimming is impossible when wearing a Heavy Outfit, and will make swamp traversal generally harder.

8) Mountains.
Steep terrain, harsh weather, treacherous climbs and limited routes make all mountains difficult to traverse.

» Cart, Wagon and Caravan Developments may prevent travel through portions of a dense environment without a path.

9) Deserts.
Dangerous hot and cold temperatures, Drasong clan raiders, scarce water and vast, featureless landscapes make deserts the harshest of all environments to navigate.

» Non-Twi-Far characters require suitable clothing (ie: Explorer's Clothing (pg: 190) or Explorer's Backpack Utility (pg: 188)) to survive a desert environment without 9 Planning.

Without 9 Planning: the PCs must each pass a suitable Skill Roll (ie: Physical, Resolve, Apothecary or Pathfinding) to cross a desert without getting lost or attacked by Drasong raiders.

Workshops = 1 per 2 Work

» Workshop (pg: 14): All tools included in a Toolbox plus a wide range of large and heavy equipment (ie: distillery, sawmill, etc...).
  » Characters with regular access (ie: it' is at their camp) gain +1 to a Trained Skill (may only Stack with a Toolbox to +2).
» Workshops may be changed to a new Workshop in a suitable location (ie: town) with an Acquisition Roll of 16t.
» See Skill Roll and Tool rules from pg: 14.

Free Perks = 1 + (1 per 4 Authority)

» Each PC selects their own Perks.
» Additional Perks cost that PC 1 Influence point.
» Selected Perks may be changed with a Retro (pg: 10).
» See Perk rules on pg: 88.
» See List of Perks on pg: 197.

Automatic Permission = Authority

Your party may navigate the following social situations with minimal trouble (ie: no required Skill Rolls).

1) Carry Weapons.
Laws regarding carrying weapons vary widely across different regions and are especially tight in urban environments. Some form of identifying documents or permits will satisfy most guards, assuring them you're not a threat.

» Characters will be asked to surrender all weapons on entering a town or city without 1 Authority.
» Carrying more than a dagger or short sword will always get you noticed if you are not wearing a guard or military uniform.

2) Collect Bounties.
Rewards are commonly offered by local authorities for the capture of fugitives and the killing of monsters or outlaws.

» Pre-acceptance of a bounty contract is not required if you have 2 Authority. Proof (ie: eye-witness, captives, monster heads, etc..) may still be required.
» Bounties commonly offer Coin Trade Goods (pg: 52) as payment. Honour units (pg: 53) may be gained if payment is declined. A Glory unit (pg: 53) may be gained for defeating a foe that was particularly dangerous to the PCs.

3) Visit any Mayor.
Town, and especially city, mayors are busy and important people who will not allow just anybody to gain an audience.

» Mayors and most civil servants are forced to grant you an audience if you have 3 Authority. City and large town officials will not tolerate abuse of this power.

With 3 Authority: The PCs can barge right into a mayor's office without an appointment, though this will annoy them.

4) Plunder Divine Ruins.
Divine ruins are rare and dangerous locations that hold precious techno-magical and divine artefacts. They are also commonly inhabited by Akharon's most fearsome monsters.

» Raiding divine ruins on claimed land is always illegal without permission from the local lord. Permission is typically granted in exchange for a split of any plunder, and a guarantee of exterminating all threats within.
» Lords will place bounties on all PCs who raid divine ruins on their land without permission if they do not have 4 Authority.

5) Enforce Law.
While cities are protected by professional watchmen, in rural towns and villages law enforcement duties are commonly carried out by part-time individuals with other primary occupations.

» PCs with 5 Authority may enforce laws on all peasants in their country. They may also enforce laws against those who are under the jurisdiction of their patron(s) (ie: a local lord who likes them, a merchant they have worked for, etc...).

6) Visit any Noble.
Nobles live in a world apart from those they employ and the common people. Gaining an audience often requires a letter of introduction from another noble and suitable social status.

» PCs with 6 Authority may visit any non-royal and non-hostile nobles with short notice. These nobles may still place social obligations upon the PCs (such as appropriate dress, tokens of appreciation and respectful conduct). Nobles will not tolerate abuse of this power.

7) Visit Rival Nations.
Almost all nations exist in a state of hostility or suspicion towards one another. Visiting a rival nation is sure to raise suspicions of espionage, smuggling or betrayal.

» PCs with 7 Authority may visit any nation without raising suspicion or encountering bureaucratic difficulties.

8) Levy Troops.
Military forces are gathered through feudal obligations, where vassals provide military service to their lords in exchange for land. Religious factions may also gather zealous combatants to a cause, and wealthy guilds and nobles may hire mercenaries.

» PCs with 8 Authority may gather professional soldiers, conscripted militias or mercenaries in the name of a local lord, religious order, guild or monarch that they serve. This will take some time and have intense consequences if their patron is disadvantaged by these actions.
» Large-scale military combats should make use of the Minor Combat rules, see pg: 106.

9) Legal Immunity.
The upper crust of society enjoy many privileges and are exempt from most laws due to their influence over the systems that implement and enforce them. For a noble to fall under the hammer of justice they must be targeted by a higher-ranked noble, institutional pressure (ie: religious authorities) or vigilantes.

» PCs with 9 Authority are immune to all laws within their country that do not draw the attention of high nobles (ie: dukes, duchesses or royalty), up to and including murder. Victims of their crimes may start legal proceedings against them (though they will fail) and seek retribution.
» PCs without 9 Authority are subject to all laws of the land and may need to perform Wealth Skill Rolls to bribe their way out of trouble, or a Sophistication Skill Roll to form a legal defence or seek protection from a high-ranked patron.

10) Visit Palace.
To gain an invitation to the royal palace you must have many noble connections and adhere to strict etiquette and protocol.

» PCs with 10 Authority may visit royal nobles on short notice. There will be many social obligations upon the PCs (such as appropriate dress, tokens of appreciation and respectful conduct) and abuse of this power will not be tolerated.
» PCs with 10 Authority may also gain access to nobles from other nations, as they may act as ambassadors.

Character Benefits
» See Healing rules on pg: 74.

Your camp grants the following benefits to your character.

Daily Max Endurance Healing = Rest.
» Each PC heals this much Max Endurance damage per day.
  » Sleeping at a safe and comfortable establishment (ie: a tavern or inn) grants +2 daily Max Endurance healing.
  » See Camp Task rules on pg: 89.

Attribute Healing per Session = 1 per 4 Rest and 4 Supplies.
» The party heals this amount of Attribute damage at the end of each session.
  » May be divided across multiple PCs.
» Do NOT add Rest and Supplies together (ie: 5 Rest and 3 Supplies heals 1 Attribute point).

Endurance = Supplies + 8
» Each PC adds this amount to their Endurance.
  » A PC's Endurance = Camp (10 if you're an NPC) + (Str x5)

Acquisition Rolls
» Each PC modifies their Acquisition Rolls by this amount.
» This value is primarily modified by Developments.
» See Acquisition Roll rules on pg: 50.

Developments
» Camps may have 1 of each Development.
» Their effects Stack with each other unless stated otherwise.
» See Acquisition Roll rules from pg: 50.
» See full List of Camp Developments on pg: 196.

Investing in your camp by acquiring Developments is a great way to increase its Attributes, especially with the options that have a low Acquisition Roll cost.

All Developments should have a narrative effect on a game, and GMs are encouraged to weave these choices into the campaign's story (especially when it comes to travel and hired NPCs).

Traversal Limitations.
» Cart, Wagon and Caravan Developments may prevent travel through portions of a dense environment without a path.

No Stack
» Cart, Wagon and Caravan Development effects do not Stack with each other.
» Guild Insignia, Holy Decree and Lord's Seal Development effects do not Stack with each other.
» Bivouac Sacks, Tents and Pavilions & Banner Development effects do not Stack with each other.

Personnel
» Caravan, Scribes, Entourage, Guards and Huntsmen Developments all represent the PCs employing a number of NPCs to work for them at their camp.
» They commonly reduce the Acquisition Rolls effectiveness of the PCs, reflecting the cost and effort required to manage their employment.

Perks
» Perks not gained from your Species or a Trait cost 1 Influence.
  » 'Free Perks' sub-stat from your camp grants each PC 1 Perk for 0 Influence.
  » Perks gained from a Species or Trait cost 0 Influence.
  » Perk with a Species/Trait requirement may only be gained by selected specific Species or Traits.
» Selected Perks may be changed with a Retro (pg: 10).
» See full List of Perks on pg: 197.

These advantages are granted to a character from their social context, and are often based on their social status, connections, or cultural traditions.

"My throne is built on the ashes of those who defied me."
– King Totec Catla the 4th.

Camp Tasks

» PCs may perform any number of these non-combat tasks.
  » Most Max Endurance damage (pg: 72) costs may be mitigated by your camp's Daily Max Endurance Healing value.
  » GMs may require a suitable Skill Roll if the current situation makes the task risky or hard to perform.
    » Standard Skill Roll Difficulty is 12 or 14.
    » You suffer half of the task's Max Endurance damage on a failed Skill Roll, and gain no benefits.
» See Skill Roll rules on pg: 14.
» See Damage rules on pg: 72.

Before your party departs on a journey you should plot your path and destination. This will not only help your GM to plan future game sessions but may also reflect the PCs huddling over a map and gathering supplies for their expedition!

The example Camp Tasks listed here are intended to inspire GMs and PCs, and we encourage you to create more.

Hide

Travelling unseen and without being tracked is a difficult endeavour, especially in hostile territory, and almost impossible on roads.

» It is harder to perceive or track your group.
» -50% Travel Speed: Decrease Travel Speed while your party is hiding.

March

Hastening your travel speed or extending your daily travel time is occasionally needed to avoid pursuit or to complete a time-sensitive objective. Though a party may only move as fast as its slowest member.

» +50% Travel Speed: Increase Travel Speed while your party is travelling faster/longer.
» 8 Max End damage: Each character suffers 8 Max Endurance damage per day they are travelling faster/longer.
» Most PCs must succeed: Do not increase Travel Speed and reduce Max Endurance damage to 4 if at least half of the PCs do not pass a suitable Skill Roll for this task.

"Behold the Twisted Forest, untamed and fierce, where forests tower over mountains, and rivers carve defiant paths through earth and stone. Here, nature reigns supreme, a green kingdom of chaos and beauty, bowing to no man's will. Its majesty humbles the soul, a vast, unbroken hymn to the twin goddess of nature."

– King Hercule Noskos.

No Sleep

No one would choose to go without sleep but at times it may be needed or forced upon you.

» Remain awake all night.
» 8 Max End damage (+8 per night in a row): Each character that fails to gain sleep during a day will suffer 8 Max Endurance damage. This is increased by a cumulative +8 for each night in a row where they do not gain sleep.
  » Reduce this by a small amount if some sleep was gained.
» +50% Travel Speed (and +4 Max End damage): If all characters in a party go without sleep for a night they may choose to suffer an additional 4 Max Endurance damage and increase their Travel Speed for a day.

Scout

Sending out swift and skilled individuals ahead of a travelling party is an excellent way to both avoid trouble – such as bandits and unexpected difficult terrain – and gather supplies.

» Gather information or provisions from the region.
» -20% Travel Speed: Decrease Travel Speed while your party is scouting their region.
» May be required to avoid trouble: GMs may apply harsh Travel Speed penalties of -50% or more to parties who have not scouted their region when they run into unexpected hurdles. This should be especially common when travelling off-road into uncharted lands.

Secure

Rotating night watches, arranging supplies into a crude barricade and setting alarm traps can make a big difference to the security of your camp against monsters, thieves and bandits.

» Keep watch for 3 hours at night, protecting your camp with barricades or traps. Staying awake for longer than 3 hours will impose the penalties of 'No Sleep' (see above).
» 4 Max End damage: Each character who spends time protecting the camp will suffer 4 Max Endurance damage.

Tavern

Nothing recharges a traveller more than a straw mattress, clean room, jug of mead and a hearty meal. While privacy may be limited in most taverns as patrons often sleep in communal areas, they are affordable and more comfortable than camping.

» Your group sleep safely at a comfortable establishment.
» +2 Max End healing: Increase your camp's Daily Max Endurance Healing by 2.

Influence Cost

Attributes + Perks + [ ] = 5

Equipment Slots

Transport xPCs + [ ] = 8

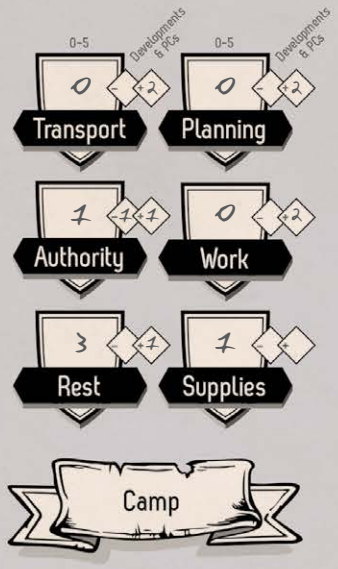
Trade Goods - Loot	Trade Goods - Coin
Trade Goods - Loot	
Trade Goods - Coin	

Free Perks

1 + (1 per 4 Authority) + [ ] = 1

Automatic Permission = Authority

- 1) Carry weapons.
- 2) Collect bounties.
- 3) Visit any mayor.
- 4) Plunder divine ruins.
- 5) Enforce law.
- 6) Visit any noble.
- 7) Visit rival nations.
- 8) Levy troops.
- 9) Legal immunity.
- 10) Visit palace.



Travel Speed

100 + (Planning x10) + [ ] = 120 %

Automatic Traversal = Planning

- 1) Rivers.
- 2) Forests.
- 3) Tundras.
- 4) Seas.
- 5) Jungles.
- 6) While hidden.
- 7) Swamps.
- 8) Mountains.
- 9) Deserts.

Workshops

1 per 2 Work + [ ] = 1

Apothecary

Character Benefits

Daily Max Endurance Healing: Rest + [ ] = 4

Attribute Healing per Session: 1 per 4 Rest/Supplies + [ ] = 1

Endurance: Supplies + 8 + [ ] = + 9

Acquisition Rolls: [ ]

Developments

12t	14t	16t	18t	20t	22t
Backpacks +1 Transport.	Pack Animal +1 Transport.	Cart +1 Transport (No Stack). Traversal limitations.	Wagon +2 Transport (No Stack). Traversal limitations.	Caravan +3 Transport (No Stack). +1 Work. -2 Planning. Traversal limitations.	Box of Holding +1 Transport. Carry: 2 Slots, stores 8.
Maps +1 Planning.	Navigation Tools +1 Planning.	Quality Charts +1 Planning.	Library +1 Planning. -1 Transport.	Scribes +1 Planning. +1 Authority. -1 Acquisition Rolls. Gathers information.	Spirit Escort +1 Planning.
Identification Parchment +1 Authority.	Guild Insignia +1 Authority (No Stack). Favoured by a guild.	Holy Decree +1 Authority (No Stack). Favoured by a religion.	Lord's Seal +1 Authority (No Stack). Favoured by a lord.	Landowner +2 Authority. +4 Planning and Authority on your land. 20t: Expand owned land.	Royal Writ +1 Authority.
Extra Provisions +1 Work.	Tool Chest +1 Work.	Laboratory +1 Work.	Workbench +1 Work. -1 Transport.	Entourage +1 Work. -1 Rest. +1 Acquisition Rolls. Makes social connections.	Techno-Magic Gizmo +1 Work.
Bedrolls +1 Rest.	Bivouac Sacks +1 Rest (No Stack).	Tents +2 Rest (No Stack). -1 Transport.	Pavilions & Banner +3 Rest (No Stack). +1 Authority. -2 Transport.	Guards +2 Rest. -1 Supplies. -1 Acquisition Rolls. Secures camp.	Arcane Lamps & Alarm +1 Rest. Lights & secures camp.
Cooking Pot +1 Supplies.	Salt & Spices +1 Supplies.	Hunting Gear +1 Supplies.	Camp Stove +1 Supplies. -1 Transport.	Huntsmen +1 Supplies. +1 Planning. -1 Acquisition Rolls. Explores region.	Ice Box +1 Supplies.

Camp Tasks, Standard Difficulty: 12 or 14

Hide
It is harder to perceive or track your group.
-50% Travel Speed.

March
+50% Travel Speed.
8 Max End damage.
Most PCs must succeed.

No Sleep
Remain awake all night.
8 Max End damage
(+8 per night in a row).
+50% Travel Speed
(and +4 Max End damage).

Scout
Gather information or provisions from the region.
-20% Travel Speed.
May be required to avoid trouble.

Secure
Keep watch for 3 hours at night, protect camp with barricades or set traps.
4 Max End damage.

Tavern
Sleep at a safe and comfortable establishment.
+2 Max End healing.

Camp Examples

Development – Cart

Izel wishes to acquire a new Development for the party's camp – a cart. This has an Acquire cost of 16t, which he passes with a Wealth roll of 17 and a Spare Time Point.

The cart gives their camp +1 Transport (bringing their total up to 3), but also applies some narrative limitations to where they can go. They will now need to keep to roads and wide pathways.

At a later time, they may also gain a Wagon or Caravan, but they will only gain the mechanical modifications of these Developments as they and the Cart are all marked by 'No Stack'.

Daily Max Endurance Healing

The PC's camp has 4 Rest, which allows each character to heal 4 Max Endurance damage per day. If they stay in a town with suitable lodgings this will increase to 6 Max Endurance damage.

Hot Pursuit – March

Jotar, Sigrid, Izel and Gwenyr are fleeing a raiding party of deadly Drasong slavers. They wish to perform the March camp task to increase their Travel Speed by +50% for two days. The GM rules that these will be difficult as they are being pursued, all PC will need to attempt a suitable Skill Roll of 14, and at least two of them must pass.

Jotar passes with a Physical Skill Roll of 15, Sigrid with a Pathfinding roll of 17, Izel fails a Leadership Skill Roll of 10, and Gwenyr passes her Physical Skill Roll with a 14. This is a success, and all four characters suffer 16 Max Endurance damage. Their Camp has a Daily Max Endurance Healing value of 4, reducing this to 8.

Keeping Watch – Secure

The PCs are pitching their camp along an infrequently used back road, and are cautious of being attacked by bandits. Each character will take turns keeping watch during the night.

The GM rules that this is a routine task as they're not exhausted from a long travel or setting up any barricades. No Skill Roll is required, but it will still cause 4 Max Endurance damage to each character (which is reduced to 0 due to their camp healing more than 4 Max Endurance damage).

If they had been travelling for many days or exerted more energy setting up defences, then the GM may have each PC roll a Resolve Skill Roll of 12 to not fall asleep during their watch, and a 14 to wake themselves up if the previous person had fallen asleep.

"

Sir Heinrich Rubis' eyes burned with righteous fire as the soggy ground shook beneath his armoured stride. The foes before him were vile monsters of claws, horns and smoke. Though their forms were not just a black that was the absence of light, their's was a darkness so deep that it was the absence of reality itself. A writhing gash that chose to take on the illusionary silhouette of creatures with arms, legs, tails and wings that they did not need. Demons of Dos, twisted servants of the god most evil. A deity from another world that had no right being on Akharon.

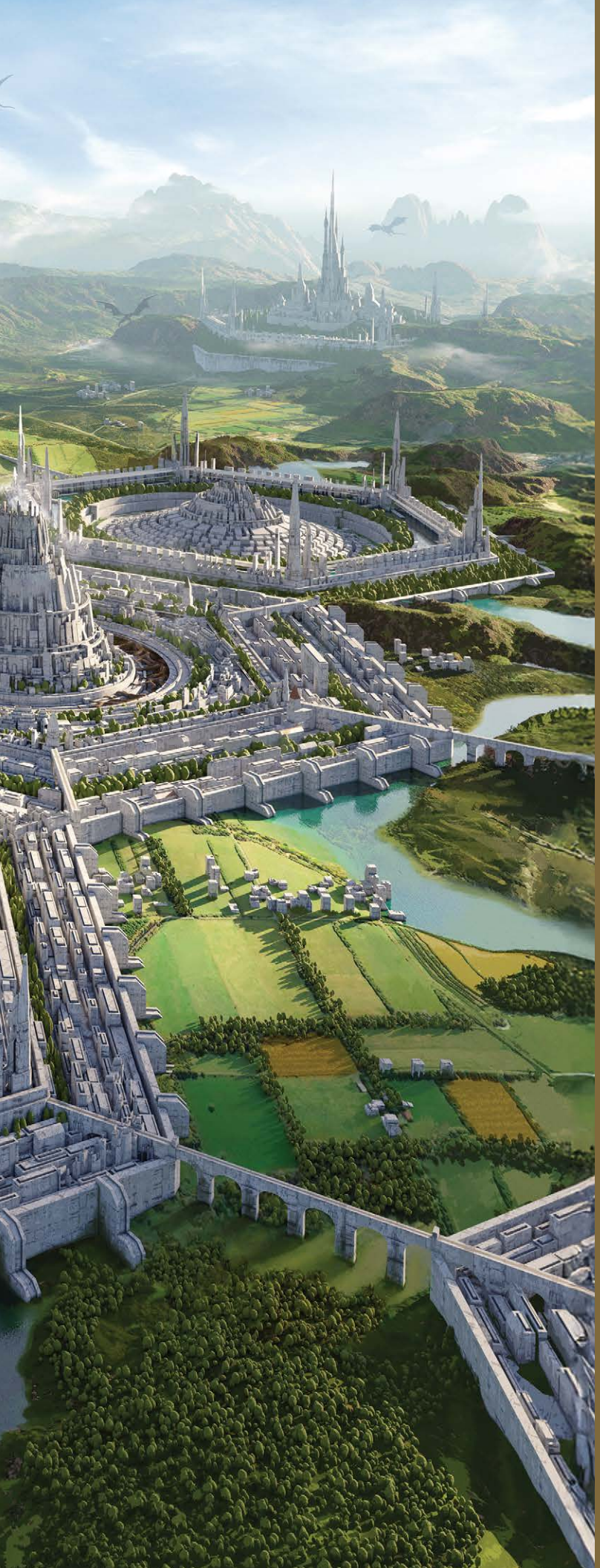
Their battlefield was a decimated village, strewn with the corpses of Rubis' retenue. His men – his brothers – had fallen hours before, cut down by claws, flame and cruel enchantments, their honourable blood mingling with the mud. With a vengeful roar that shook his soul free of sorrow, Heinrich charged forward to deal out death. And the demons met his rage in kind, flickering forward with claws at the ready to take his soul.

With a chain of mighty swings, his techno-magical blade 'Luxmortis' cleaved through the fiends, their black blood spraying into the storm and across his armour before they disintegrated into dust. Sir Rubis was vengence incarnate as he waded through his enemies, each kill a brutal symphony of precision and wrath.

After an hour the Radiant Knight stood alone and victorious over the field of battle. His chest heaving beneath dented, blood-streaked armour, the weight of his own breath louder now than the storm. Rain poured down in sheets, washing streaks of black blood from his faceplate, though the stains of loss would never wash out. He did not raise his blade in triumph – Luxmortis hung heavy at his side, its light dimmed to a low, pulsing glow, mimicking his own slowing heartbeat.

Around him lay the mangled remains of his comrades, the soaked earth reeking of sulfur and sorrow. A numbness settled over him – not the peace of victory, but the hollow ache of survival. The rage that had driven him bled away with the storm, leaving behind only silence and grief. He looked to the darkened sky, and for the first time in hours, his voice did not thunder – it whispered. "It is done," he said, though no one but the gods remained to hear it.

– Tobias Penwright,
the battle over at Stonemile village.



GM Guide

Izel's eyes shone in the lamplight, and he struggled to tear his eyes away, even with so many wonders still left to see. The haughty stares from the melting pot of citizens passing by did little to dampen the young Tolatl's awe as he gazed around at the city of Kethwick, its polished white stones softly lit in the fading sunlight.

"Are we finding an inn, or are you hoping someone wedges a loaf of bread in your open mouth?" said Sigrid to his left, the Dracim's tone rich with amusement.

"It's just so… everything." Izel replied, not caring a jot for his lack of eloquence. He pointed to the flickering yellow lamplights. "Lightning powered. Magnificent!" His arm swung in a dramatic arc, gesturing to the stoic metal guards they'd passed on the way in. "And golems that can act on their own? Have you ever seen anything like it?"

Sigrid's smile dipped as she glanced up at the great tree that dominated the grand city's core, a wooded monolith with branches that practically brushed the clouds. "Yes. I've seen them." The smile returned in full force as she nudged Jotnar, standing just as silently as the Oak. "Question, oh great Creet woodsman. How did we get lost when you can practically see the Grateful Oak from the other side of the continent?"

"Ugh, don't start that again," Gwenyr groaned. The Twin-Blood stretched, her clothing – like the rest of them – a mess of travel dust and grime, starkly contrasting Kethwick's sprawling grandeur. "Inn. Food. Bed. Then we can see about jobs."

"Agreed," Jotnar rumbled. He strode forward, his bulk parting the eclectic crowd, and Izel scrambled to follow. Already, his stomach was protesting from long days and nights on the road. There would be time to digest Kethwick's many wonders, after he was digesting a hearty meal.

Introduction

Knowing what advice to give in a GM Guide is a difficult task as there is just so much that could be said. So I'm going to keep it as short and sharp as I can, and trust you to spend some time on the internet looking up general GM advice (as there is a LOT out there).

It is worth stating upfront that Fragged is a game that is attempting to treat all kinds of Players with respect. Tabletop RPGs are at their best when they are drawing in a wide range of people with a variety of personalities and playstyles. We want the person with a love of acting (who puts on those entertaining voices that we find so funny), the person with a passion for history (who is great for giving the GM ideas and coming up with clever solutions), the kind-hearted explorer (who wants to befriend every animal and dive into every dark ruin), the person with the love of game mechanics (who is great for reading the rule book and creating interesting PC builds), the lore junkie (who loves to hypothesize about the setting), and everyone else to enjoy Fragged.

We know that we can't be all things to all people, but we have done our best to treat every playstyle with care and respect. Lean into this, and adjust your campaign and GMing style to facilitate the unique blend of Players in your game.

Bring Energy & Camaraderie

Nobody sets the energy and tone of a game night more than you as the GM, even if you are not hosting at your house. Greet people with a smile, be attentive, be polite, treat everyone as a friend and create a welcoming atmosphere.

Also, in-jokes and reminiscing over old campaigns, lost characters and epic die rolls can be lots of fun!

Set the Campaign Tone

» See Rewarding Players rules from pg: 96.

Before you start your campaign you should let your players know what kind of tone you're aiming for. This will not only allow them to make appropriate characters but will also help to manage expectations.

The default presumption of the setting and rules is that your players will be a small band of ragtag mercenaries who are wandering around the Kingdom of Ire looking for work and adventure. Though one of Fragged's greatest strengths is its ability to accommodate a wide range of campaign tones.

Session 0

Once the campaign's tone is set it may be a good idea to have a game session where you and the Players all gather together to build your PCs: fleshing out their personalities, weaving their backstories together, and selecting complementary Traits and equipment.

This will also help to give you ideas about how to start your campaign, and potential future plot hooks.

Build a Game Based on their Choices

Your Player's choices should rule your game and your world. Don't build your game world and plot out too much at the start of a campaign. Just start with enough to get things going, and then slowly flesh things out to interconnect with your PCs. Pay special attention to your PC's Bonds (pg: 28), the in-game choices they make and the NPC friends/foes that they create.

Cheerleader & Executioner

As the GM you should be your Player's greatest cheerleader. Plan for them to win, hoot and holler at their victories, cheer their clutch die rolls, and share their disappointments when they fail. Though you should also never hold back their enemies, the dangers of the world, the consequences of their actions or the outcomes of a roll.

- » Don't fudge your die rolls.
- » Make the PC's enemies cunning and ready to kill them (even if they are crawling along the ground bleeding).
- » Embrace consequences for both PCs and NPCs (let your big boss fall to a single attack at the perfect time with the perfect roll).

For important GM rolls you may wish to roll openly to the table, stating "if I roll X or more then bad thing Y will happen!" This can add a lot of tension and excitement to a key moment.

Knowing the Rules

As the GM one of your roles is to arbitrate the rules and to know how to build mechanically interesting encounters, but there are two important caveats to this.

The most important one is that you should prioritize the in-the-moment table experiences of you and your Players. If you're unsure about a rule, just make something up (most commonly requiring some kind of Skill Roll), and look it up in the rule book at a later time. It's also worth keeping in mind that the Fragged rules are designed to encourage home rules.

A second important point is that the Players are expected to also know the rules, especially in regard to their own characters. GMs and Players should work together, and you may wish to occasionally ask your Players for feedback and advice from time to time (this is also a great way to train new GMs).

Table Time

One final piece of advice to keep in mind is that the primary way for a Player to be overpowered in a game is if they take up more game time than the other Players. As the GM you should make sure that all Players have an opportunity to contribute to every scene they are present in. Personally, I like to routinely go around the table and ask each Player in turn what they wish to do (allowing them to 'pass' if they want to go after another Player).

Rules

Fragged is a deep and slightly gritty rule system that orbits around several core systems and concepts, namely: 'Customisability', 'Strong Hits' (pg: 18), 'Base + Template + Tweaks' framework, encouragement of 'PC/GM Creativity' and 'Solid Rules, Flexible Narrative'. It also gives PCs multiple paths to progress along.

Customisability

Fragged is a front-loaded rule system that gives both GMs and Players a huge range of options right out of the gate. This can be daunting for those that are new to the system, but empowering to those who are familiar with it: allowing for the creation of a MASSIVE array of characters, a wide number of play styles and a huge range of campaign tones.

Players who are new to Fragged should be encouraged to follow the character creation advice from pg: 8, and new GMs should make use of pre-made NPCs from pg: 118.

Base + Template + Tweaks

Nearly all created things in Fragged use this rough framework. From characters (base Attributes and Skills + Species + Traits) to Weapons and Outfits (base item + Variation + Modifications).

PC/GM Creativity

This is a vital aspect of the Fragged rules that should not be overlooked and is most evident in Skill and Acquisition Rolls. Both of these rolls require Players to justify their Skill choice through their approach. A problem should rarely require a specific Skill and a simple roll without a description. GMs should just describe the scene, and let your Players do the creative lifting with how they seek to resolve it. Your Players should come up with good ideas and then sell them to you.

Players will always want to use their best Skill, and this will require them to come up with creative solutions to justify that choice. The repeated desire to use this defining Skill will help to reinforce their character's nature (ie: a rich character will always try to buy their way out of trouble, while a character gifted in talking will try to find social solutions), but be careful to not allow your Players to expand the areas of knowledge and uses of their Skill.

Solid Rules, Flexible Narrative

Another important point to keep in mind is that the names for Traits, items and Camp Developments are just suggestions. They don't come with detailed descriptions because we want you and your Players to feel free to restyle them into any suitable replacement with the same rules but a different narrative description.

As the GM you should be flexible with your imagination and allow the rules to be bent towards your Player's concepts. Ie: A wrist blade could use the stats of a dagger, the Eye Candy Trait could reflect enchantments that make you appear more attractive, etc... It is also worth remembering that the Innate Keyword may be added to any NPC Weapon, and NPCs are not restricted to 2 hands.

Lore

The Fragged lore touches on many themes such as ancestral baggage, political tension, exploration, and nature vs nurture. All packaged within a 'techno-magical fantasy' setting where the planet is being observed and interfered in by an interstellar community.

Fragged Empire Roots

The Fragged Kingdom setting exists within the wider science-fiction universe of Fragged Empire. This is designed to give a deeper underlying structure and flavour to magic, gods and the nature of the various species of the world. Though you and your Players are NOT expected to know Fragged Empire to enjoy Fragged Kingdom, it is purely optional. The sci-fi nature of the mystical and divine is also not designed to make those things fake... the magic and gods of Fragged Kingdom are real.

> "Any sufficiently advanced technology is indistinguishable from magic" - Arthur C Clarke.

- » Psionic nanites have started to both manifest and shape the beliefs of Akharon's people: such as nanites tweaking ancient software to respond to magic runes and incantations.
- » It is possible that psionic All-Entities have started to manifest real Eternal gods with personalities and power.

- » Enchantment = Psionics.
- » Techno-Magic = Adapted sci-fi technology.
- » Wylding = Mutagenic bio-tech.

- » Automaton of Dray = FLESH robots.
- » Children of Pol = Mechonids.
- » Dracim, Giants, Neph Spawn and most monsters = Nephilim.
- » Elementals = Zhou.
- » Ethereal Spirits = Faren.
- » Royal Dragons = Genocrat Nephilim.
- » Wraiths = Echoes.

- » Dos = Psychopath MVP Palantor or Mechonid.
- » Neph = Massive Nephilim warship.
- » Pol = Giant Mechonid, Palantor or terraforming robot.
- » Ugra'thok= Mountain-sized Oni.

Make Fragged Your Own

The most important thing to keep in mind about the Fragged universe is to make it your own. Add in your own take on the many themes that are explored in the Fragged books, give your own answers about what is out there and what the future holds for the various nations of Akharon.

You should feel free to take anything you like from the various Fragged books and discard/alter anything. The purpose of the Fragged lore is to create a shared creative space for you and your Players, and to provide fuel for your creative fires.

Campaign Location

Kingdom of Ire

The Kingdom of Ire is the assumed starting location for your campaign – a young nation with many cultures that is brimming with both peril and promise. Yet, your adventure can unfold anywhere in the world of Akharon.

» Ruled by an ageing demigod king Hercule Noskos.
» Great cultural variety.
» Adjacent to the following realms:

East: Blood Stone Desert

» Ruled by the Twi-Far Drasong Clan, who are known for their slavery, dark spirits and martial skill. At war with all neighbouring nations.
» Ideal for war, exploration or survival campaigns.

East: Grave & Morass Mountains

» Wild mountains, cliffs, caves and hidden groves. Sporatically populated by monsters and Elementals.
» Ideal for lower-risk exploration campaigns.

East: Warped Kingdom

» Alien land of dragon-kin, ruled by the demigod Languorem. At war with Drasong Clan, and cold war with the Kingdom of Ire.
» Ideal for war or very strange exploration campaigns.

North: Twisted Forest

» Vast and wild lands, filled with ruins (both divine and from the ancient Empire of Catla), monsters, isolated villages and forgotten battlefields (from the Druidic War).
» The kingdoms of Ire and Catla are racing against each other to push back the wilds to claim more land for themselves.
» Ideal for frontier settlement and exploration campaigns.

South: The White Expanse

» Arctic realm ruled by the Southern Legion Tribes, who are known for their raids and alternative perspective on the Eternal Gods. At war with all neighbouring nations.
» Ideal for war or survival campaigns.

West: Holy Kingdom of Catla

» Dominated by Tolatl, Kaltorans and Legion. Remnant, Creet and Dracim are usually slaves. Prioritisation of order, laws and the Eternal religion.
» Ideal location for political campaigns.

Far East: Distant Nations
Far North: Twisted Jungle & Remote Colonies
Far North-East: Pirates & Twi-Far
Far West: Giants of Tilward & Mammon

Rewarding Players

Fragged makes use of multiple progression paths that your PCs can move along. Some are automated (Level and Spare Time Points), and some can only be gained through in-game actions (Trade Goods, Honour units, Glory units and equipment). As the GM you're free to give out these rewards at any rate that you wish. Altering your reward rate will greatly shift the tone of your game, but will not break the balance.

Standard reward rate for each PC:
» 1 Level per 3 sessions.
» 1 Spare Time Point per session.
» 2 Trade Good or Honour units per session.
  » 4 Equipment Slots of Items = 1 Loot Trade Good.
» 1 item with Modifications or Misc item every 3rd session.
  » This may replace a Trade Good or Honour unit reward.
» Difficult combats may reward 1 free Glory unit.

Average Reward

Bill has just finished a 3 session-long exploration mission to salvage artefacts from a lost divine ruin to the god Dray. Over these sessions he automatically gained 1 Level and 3 Spare Time Points. Through his in-game actions he also gains 4 Trade Good Boxes (1 Coin and 3 Loot), a Massive Axe with the Arcane Blast Modification (this may be changed into a Loot Trade Good if he does not want to keep it) and 1 Honour unit (for saving a nearby village from monsters that were nesting within the ruin).

Not Like Other RPGs

Fragged is not your standard tabletop RPG where every coin and experience point is tracked, or where Players are constantly looting the bodies of their enemies to gain increasingly superior gear. As a techno-magic fantasy game, we want to explore themes of wealth, social status, technology and resources, but we don't want Players to get caught up in the minutia of bookkeeping. We also want Players to understand that not all transactions can be boiled down to a monetary exchange, this is why Honour and Glory units are of comparable value to Trade Goods.

To express all of these ideas and themes in a simulationist manner would make Fragged very difficult to manage (especially for the GM), and only fun for a few people. So we have abstracted most of these points down into simpler forms.

» Levels = experiential growth.

» Spare Time Points = how you spend your downtime.

» Trade Goods (& Resources) = material prosperity

» Honour units (& Influence) = social status.

» Glory units (& Knack) = exceptional prowess.

Competence

» Standard: 1 Level per 3 sessions.
» Completion of a monumental task may accelerate this rate by 1 session.

You should only alter your PC's Level progression rate if you're seeking to run a short (ie: 1 per 2 sessions) or underdog (ie: 1 per 5 session) campaign.

When your PCs reach Level 14 they should be encouraged to select one of the powerful Level Traits. These are designed to facilitate high-power campaigns.

Physical

» Standard: 2 Trade Good/Honour units per session.
» PCs may exchange 4 Trade Goods for +1 current Resource.
» Coin Trade Goods are the most valuable as they're easy to transport and have additional functions, Precious has average value, and Loot will be the most common but may be difficult as they are harder to transport.
» Found items can be turned into Loot Trade Goods.

» Standard: 1 item with Modifications, Misc item or free Glory unit per 3 sessions.
» May replace a Trade Good or Honour unit reward.
» Items and Modifications with a high Acquire cost (ie: 18+) should rarely be given out.

In most campaigns the pursuit of material gains will be the primary driving force for your PCs. NPCs can reward Trade Goods (ie: Coin) for completing missions and defeated enemies can be looted for gear. PCs should make use of found equipment (especially those with Modifications) as they will cost them no Spare Time Points, and unwanted quality gear can be turned into Trade Goods (usually a Loot Trade Good).

Found Items

Items that are found or given by an NPC:
» Do not require Skill Roll or Acquisition Rolls to acquire.
» This is a great way to save Spare Time Points or gain a Modification/item/Trait that are difficult to acquire.
» Knack Acquire costs must still be paid.

» Quality equipment (ie: weapons, undamaged armour, etc...) may be turned into Trade Goods.
» Rough guide: 1 Loot Trade Good per 4 equipment slots.
» High quality items (magical) may be turned into Precious.
» Low quality items may be turned into Loot that requires more than 3 Equipment Slots.

Social

» Standard: 2 Trade Good/Honour units per session.
» PCs may exchange 4 Honour units for +1 current Influence.

When PCs aid NPCs without adequate reimbursement (ie: they go above and beyond what is asked of them, or they aid those in need without material payment) they should be rewarded with Honour units. This is designed to encourage PCs to make friends with NPCs and to reward selflessness.

Prowess

» Standard: Difficult combats may reward 1 free Glory unit.

Free Glory units are typically rewarded for defeating foes that are more powerful than their current Resources, or if they have specific Species that are more powerful (ie: Dragons). This is designed to encourage ambitious and brave Players to fight powerful foes, and to compensate them for the extra Attribute damage they may cause.

Downtime

» Standard: 1 Spare Time Point per session.
» Long periods of quality downtime (ie: 4+ weeks) may grant +1 Spare Time Point.

Granting your PCs more Spare Time Points will make your campaign easier as they will always be fully healed and prepped. Giving out fewer will make things harder and possibly result in a strong survival tone.

> In the grand tapestry of society, each has their place to maintain the order and harmony of the whole. Nobles may be the jewels, but it is the peasants who are the thread and the gods the needle.
>
> Each day the common folk toil in hard lives to produce food, materials, goods and children for the realm. Let them be given what they are due.
>
> You nobles may live lives of pomp and feast, but you are charged to wield the sword for both justice and safety. If you fail to live up to your duties you will face the wrath of the gods and their servants: Akh will withdraw his divine protection, Jop Jop will break you with her club and we priests will hand you over to the mob to be hanged in the town centre. And on that day the great tapestry will gain fresh red threads.
>
> – High deacon Huascar Dawn, Codex Societas.

Example Campaign Styles

One of the most powerful features of the Fragged rules is its ability to accommodate a wide range of play styles for both PCs and campaigns. As the GM you will shape the tone of your campaign by the rewards that you give out to your Players. Games will work best if you set the tone of the campaign before you start (see Session 0 on pg: 8).

> "The greatest heroes are made, not born. As are the greatest villains."
>
> – Earl Mateo Sooth.

Standard Fragged

A band of ragtag mercenaries who are wandering around the Kingdom of Ire looking for work and adventure.

No Special Rules

Reward Rates
» 1 Level per 3 sessions.
» 2 Trade Goods or Honour units per session.
» 1 Spare Time Point per session.
» 1 item with Modifications or Misc item per 3 sessions.
  » This may replace a Trade Good or Honour unit reward.

Heroes of the Realm

Big weapons and thick armour. This oversized shoulder pad-infested adventure will see you mow down hordes of enemies as you unload a barrage of puns, one-liners and decapitations!

Special Rules
» +2 current and max Resources.
» Camp heals +1 Attribute damage per day.

Reward Rates
» 1 Level per 3 sessions.
» 2 Coin Trade Goods or Honour units per session.
» 2 Spare Time Points per session.
» 1 item with Modifications or Misc item per 3 sessions.

Survival

Avoiding unnecessary fights and creative problem-solving are the keys to seeing tomorrow. The PCs are the underdog and may be venturing out into unknown wildlands, seeking to defeat a powerful foe or just survive a natural disaster.

Special Rules
» +1 max Resources per 5 Levels.
» +1 max Influence per 5 Levels.
» Troop, Skilled and Nemesis NPCs gain +1 Crit Dmg.
» PCs die when any of their Attributes are reduced to -2.

Reward Rates
» 1 Level per 3 sessions.
» 1 Spare Time Point per 3 sessions.
» 1 item with Modifications or Misc item per 2 sessions.

Intrigue

Political intrigue, spycraft, heists or solving crimes are the central focus of this type of campaign. Not combat or raw personal power.

Special Rules
» Each PC may have any 3 Automatic Permissions unlocked.

Reward Rates
» 1 Level per 3 sessions.
» 1 Coin Trade Good unit per 2 sessions.
» 1 Spare Time Point per 2 sessions.

Nation Building

You are noble lords, military commanders, guild masters or master spies. Your world is one of national borders, armies and large-scale commerce.

Special Rules
» +1 current and max Influence.
» A Companion or Fire Support Weapon costs -1 Resource.
» Each PC has their own Camp.
» Camps have all 10 Automatic Permissions unlocked.
» +4 to all Building and Camp Development Acquisition Rolls.

Reward Rates
» 1 Level per 3 sessions.
» 2 Trade Goods or Honour units per session.
» 1 Spare Time Point per session.

Cosmic

You have discovered the truth and are travelling the stars with the 'gods'... or you are from the heavens and have ventured down to walk Akharon.

Special Rules
» May use Fragged Empire 2 options (Species, Traits, items, etc...).
  » FE2 items use Munition rules, Range rules, FE2 Actions, etc...
  » Networking = Honour.
  » Research = Glory (Knowledge = Knack).
» Influence may be double spent on both a Camp and Spaceship.
» Camp & Spacecraft Workshops must match.

Reward Rates
» 1 Level per 3 sessions.
» 2 Trade Goods or Honour units per session.
» 1 Spare Time Point per session.

Creating Encounters

Game sessions are generally split up into 3 kinds of encounter: skill based, downtime and combat.

Skill Based

» Be sure to follow the "PC/GM Creativity" advice on pg: 95. Especially in regards to allowing your Players to do some of the creative lifting for you.

If you're an experienced Role Player then this kind of encounter is going to be the most familiar. You have set a situation before your Players that they must resolve with a mixture of role-playing, creative problem solving and Skill Rolls. It is your job to set the scene and describe the outcomes of your Players action.

The range of situations that you may put before your Players is only limited by your imagination, but will commonly involve some mixture of the following: NPCs (with their own personalities and abilities that may run with or against the interests of the PCs), danger avoidance (such as traps or other hazards) and mystery (such as a strange device or a journey in an unknown region).

Give Every Player a Chance to Roll

During skill based encounters you should give every Player a chance to make a Skill Roll. Simply go around the table and ask each Player in turn what they would like to do, and what Skill they wish to use. This will help to ensure that all Players in your game are given a chance to participate, and also help to curb some Players from taking up too much table time.

Skill Roll Overview

» See Skill Roll rules on pg: 14.

There are many considerations to keep in mind when requiring your Players to make Skill Rolls. Most will be learned through practice, but the following advice may help:

» Most Skill Roll Difficulties will be 12 or 14.
  » Situations without risk should not require a Skill Roll.
» Some technical tasks may require a Toolbox or Workshop (pg: 14).
» Succeeding or failing a Skill Roll by 4 should result in Unexpected Consequences (pg: 16).
» PCs can Assist another character (granting them a +1 bonus) by passing a suitable Skill Roll of 10.
» Some tasks may require multiple successful Skill Rolls.
» NPCs should rarely perform Skill Rolls. Have them succeed or fail based on what is appropriate for them, and have PCs roll against a set Difficulty when interacting with them.
» If NPC does roll, give them -2 to +4 based on their ability in the chosen area.
» Dangerous situations may cause Max Endurance or Attribute damage (see Skill Roll Damage, pg: 17).

NPC Skill Rolls

NPCs should rarely perform Skill Rolls, especially against PCs. Instead, have them succeed or fail based on what is appropriate to the narrative, or have the PCs roll against a set Difficulty when interacting with them.

A cruel druid has captured Sigrid and is interrogating her for information. The GM does not have the NPC perform a Leadership Skill Roll to do this, instead, they have the Player perform a Resolve Skill Roll to resist.

When needed, NPCs may perform Skill Rolls with -2 to +4 modification, according to what is appropriate to their nature, personality, history and place within the story.

During combat a Troll has been set on fire (with the Burn effect) and is performing a Skill Roll to put themselves out (Difficulty 12). They are going to use the Physical Skill to pat themselves down, the GM decides +2 is an appropriate bonus as the Troll is physically fit and used to use that skill in their daily lives in the wild.

Unexpected Consequences

» See full Unexpected Consequences rules on pg: 16.

As the GM, you have full control to define the outcome of a Skill Roll. Unexpected Consequences are designed to give you extra permission to generate larger or strange outcomes. Those options listed on pg: 16 are just suggestions, and you are encouraged to create new options that enhance your game.

You may not wish to always publicly declare a Skill Roll Difficulty before a Player rolls, doing so may elicit an additional emotional response if they pass or fail by a significant (+/-4) amount, as they know additional effects are going to come into play.

If an outcome does not immediately come to mind, it may be a good idea to ask your Players for ideas. They will usually be all too happy to put forward what they think, especially if it is a Positive Unexpected Consequence. 'Inspiration - Interesting' (Gain additional insight into a current mystery) and 'Harm - Soft' (-2 to -8 Max Endurance damage) are both excellent options in nearly all situations.

Gwenyr has just passed a Stealth Skill Roll by 5 to steal the cell keys off a guard. The GM grants her 'Increased Effect' (This task is more effective than expected) by describing how the guard just happens to be carrying a very large ring of keys to the entire building.

Arcane Rolls

» See full Arcane Roll rules on pg: 30.
» See list of example Arcane Rolls from pg: 194.

Arcane Rolls are designed to expand what a character can do with their Skills, add intensity to scenes and mix things up by giving characters more narrative control over the world. These expanded narrative options should also spill over into any Unexpected Consequences, especially as Arcane Roll failure always results in at least one negative Unexpected Consequence (two if they fail by 4 or more).

It is vital that you and your Players keep the narrative nature of each type of Arcane power in mind, and to always use the Skill that is most suitable.

» **All-Power** is all about physical enhancement, healing, protection and wisdom. Its users also need to maintain a close relationship with the All-Being.
» **Ancestral Memory** is mostly used by Kaltorans, and allows its users to bring forth the experiences of their ancestors into their mind.
» **Enchanters** make use of Nix/Fey Dust to connect their mind to others, alter or perceive through time, and a little teleportation.
» **Essence** allows its users to harness the power of spirits. Usually for blasting things or the manipulation of energy.
» **Techno-magic** is all about crafting and using divine gadgets (sci-fi tech), usually to blast things and gather scientific knowledge.
» **Wylding** makes use of biological sci-fi technology to mutate, create, heal and harm lifeforms.

Bonds & Drive

» See full Bonds & Drive rules on pg: 28.

At the start of your campaign, you may wish to have each Player share their PC's Drive and some of their Bonds. This will not only give you ideas on how to weave each PC into the story but may also help other Players create interesting relationships with each other.

Coin, Honour & Assist Rolls

Coin Trade Goods (pg: 52) and Honour units (pg: 53) may be spent to grant +1 to a failed roll where money or public respect may be of use. This is the ideal method for achieving very high Acquisition Rolls (such as the Masterwork weapon Modification that requires 26t), but may also be used for key Skill Rolls after all Grit Re-Roll points have been spent.

"Glory is the reward of heroism."
– Marquess Wilhelm Savas,
carved into the northern Savas Wall

Skill Roll Damage

» See full Skill Roll Damage rules on pg: 17.

At times a failed Skill Roll, environmental effect, Camp task, enemy ability or minor combat may result in harm: these are collectively known as Skill Roll Damage. GMs may use the following guide to apply this damage when appropriate.

You should make liberal use of Max Endurance damage as a method of reflecting growing exhaustion.

Soft Damage

Situations that are draining (ie: fear, stress, exhaustion, etc...) or painful (ie: poison, bruises, etc...) but generally non-lethal.

» -2 to -8 Max Endurance damage.
  » If you're already at 0 Max Endurance then you should suffer Sharp Damage without First Aid (see below).
  » May be mixed in with Sharp Damage.

» **Minor pain:** -2 Max Endurance.
» **Moderate pain:** -4 Max Endurance.
» **Severe pain:** -6 Max Endurance.
» **Critical pain:** -8 or more Max Endurance.

Sharp Damage

Situations that are very harsh and potentially lethal (ie: traps) tend to deal damage to a specific, or random, Attribute (ignoring Armour).

» 1+ damage to a specific or random Attribute (no Armour).
  » May be healed with a First Aid roll.
  » May be mixed in with Soft Damage.

» **Strength:** Hit to bodily health.
» **Reflexes:** Hit to arms/hands or general flexibility.
» **Mobility:** Hit to legs or general movement.
» **Focus:** Hit to senses and clarity of thought.
» **Intelligence:** Hit to the head or cognitive functions.
» **Grit:** Hit to confidence.

» **Minor harm:** 1 Attribute damage.
» **Moderate harm:** 2 Attribute damage.
» **Severe harm:** 3 Attribute damage.
» **Critical harm:** 4+ Attribute damage.

The PCs are exploring an ancient tomb that is filled with physical, mental and arcane obstacles. Many of their failed Skills Rolls are resulting in small amounts (-1 to -3) of Max Endurance damage. This creates a rising sense of tension in the Players and reflects the PCs growing exhaustion.

Example Environments

» See Movement rules on pg: 68.

» Different types of terrain (ie: especially Difficult, Dangerous and Cover) may be mixed together.
» Skill Roll Damage rules (see pg: 17) are typically used outside combat to give PCs a chance to avoid/reduce harm.
» The example Environments and Keywords listed here are intended to inspire GMs and we encourage you to create more.

Difficult Terrain.
» Costs x2 Movement to move into and/or out of.
» Particularly Difficult Terrain (ie: climbing a wall) may also require a Physical Skill Roll (via the Prep Action) or be impassable without special aid (such as flight).
» May reduce Daily Travel Speed if in large quantities (ie: forest, mountain or desert, etc...).

Dangerous Terrain
» Entering or starting your Turn in this terrain deals General Damage to you (typically 3).
» GMs may alter this damage by any amount (ie: lava vs thorns), and may also cause any amount of Skill Roll damage.
» May reduce Daily Travel Speed if in large quantities (ie: hot desert, poison swamp, etc...).

Cover
» See full Cover Rules on pg: 70.

Keyword: General Damage, X
A Keyword for environments that automatically deal damage when entered, pass through, or start your Turn in this environment.

» Suffer X Endurance damage.
» If you're at (or reduced to by this damage) 0 Endurance, then you suffer a Critical Hit with Crit Dmg X.
» Multiple instances (including Stacking) apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage or 2 Attribute damage).
» Not reduced by Resistance.

Keyword: You may Function in a Hostile Environment
Commonly gained from your Species (ie: Legion and Twi-Far) or suitable clothing (ie: Explorer's Clothing (pg: 190) or Explorer's Backpack Utility (pg: 188)).

» Commonly allows you to function in a specific environment without significant penalties (ie: no Skill Roll damage, Difficult Terrain, etc...).
» The range and scope of these benefits should be fleshed out by the GM (and possibly the PC) in a reasonable fashion that contributes to the flavour of the game (ie: a warm thick coat to ward off the cold, hiking boots, etc...).

Explosive
» After being triggered:
  » Damage all characters within 2 to 4 spaces.
  » 3 to 5 General Damage.
  » -2 Max Endurance damage.
» Outside Combat - Skill Roll Damage:
  » Soft: -2 to -8 Max Endurance damage.
  » Sharp: 0 to 3 Attribute damage.

Falling
» Landing on soft surfaces and/or passing a Physical Skill Roll will reduce falling damage.
» 1 General Damage per metre (space) that you fall.
» Skill Roll Damage if you fall over 2 metres:
  » -2 Max Endurance damage per meter.
  » 1 Attribute damage per space (reduced by Armour).

Nix/Fey Dust (Ley Dust)
» May only be sensed by enchanters.
» Density: may grant -2 to +2 to all Enchantment Arcane Rolls.
» Clumped Crystals: May create explosive nodes and harm enchanters if they use their powers.
» Storm: May cause time and mental distortions.

Poison / Infection
» Damage may repeat, increase and have additional effects (ie: confusion, sickness, etc...) until healed with a suitable Skill Roll (ie: Apothecary or Monsters).
» Skill Roll Damage:
  » Soft: -6 to -12 Max Endurance damage.
  » Sharp: 0 to 2 Attribute damage.

Temperature
» Damage repeats and increases with extended exposure.
» Damage may be reduced (or ignored) with suitable equipment.
» Moving through a large cold/hot region will reduce your Travel Speed by -50% or more.
» Entering or starting your Turn in this terrain deals General Damage to you (typically 3 to 5).
» Outside Combat - Skill Roll Damage:
  » Soft: -2 to -8 Max Endurance damage.
  » Sharp: 0 to 2 Attribute damage (no First Aid).

Traps (Dart)
» 'Resistance from shields may be used to minimize General Damage if Trap direction is known.
» May apply additional effects (ie: poison).
» May be disarmed with suitable Skill (ie: Stealth).
» After being triggered:
  » Damage all characters within a specific area.
  » 4 General Damage.
» Outside Combat - Skill Roll Damage:
  » Soft: -4 Max Endurance damage.
  » Sharp: 4 Attribute damage (reduced by Armour).

Downtime

» Be sure to follow the "PC/GM Creativity" advice on pg: 95. Especially in regards to allowing your Players to do some of the creative lifting for you.
» Long periods of quality rest (ie: 4+ weeks) may grant +1 Spare Time Point.
» PCs must balance out their items and Camp with their current Resources and Influence (pg: 48), possibly turning items into Trade Goods (pg: 52).
» See Acquisition Roll rules from pg: 50.
» See Camp rules from pg: 84.

Downtime between intense Skill and Combat encounters is an ideal time for PCs to travel, pursue personal ventures and role-play their characters interacting with each other and NPCs (especially if they are also at their camp). If they have access to Workshops they should be able to perform a wide range of Acquisition Rolls (ie: build new gear, modify weapons, heal, etc...).

Travel

Getting to your destination can be half the fun of an adventure, but it can be tempting to make travel uneventful and have large amounts of in-game time pass in a matter of real-time seconds without event. Akharon is a dangerous and mysterious world. As the GM you should feel free to interrupt your PC's plans with a wide variety of encounters, but keep in mind that it is best for all encounters to add to the tone and narrative of the story.

» Most towns are 1 day travel (8 to 10 hours) from each other at 100% Travel Speed.

Before the PCs depart on a journey they should plot their path and destination. This will not only help you to plan future game sessions but may also reflect the PCs huddling over a map and gathering supplies for their expedition!

Attack

These kinds of encounters may be resolved through combat on a battle map or as a Minor Combat (pg: 17). If the PCs are caught off guard the NPCs should gain a Suprise Round.

The PCs are waylaid by bandits. After harsh words and threats, the bandits attack and the GM resolves the fight as a Minor Combat (as the PCs are sure to win). A few PCs suffer Max Endurance damage and the surviving bandits flee.

The GM uses this encounter to add a little exhaustion to the PCs, to show them that the lands are not well managed by the local lord, and to allow news of their arrival to spread to other outlaw groups.

Camp Tasks

» See Camp Task rules on pg: 89.

Camp Tasks are designed to create mechanical outcomes for player choices, and to reward parties that have invested in their Camp's Rest Attribute. Most Camp Tasks will alter your Travel Speed or come with a Max Endurance damage cost.

Skill Rolls for Camp Tasks are optional, and should only be rolled if there is a risk of failure (as with all Skill Rolls). The example Camp Tasks listed on pg: 89 are intended to inspire you and the PCs, and we encourage you to create more.

Hostile Environments

» See Automatic Traversal rules from pg: 86.
» See Example Environments - Temperature on pg: 102.

These kinds of encounters will typically require a number of Skill Rolls, and risk Skill Roll Damage (pg: 17). Hostile Environments should be EXTREMELY difficult to traverse without preparation.

The PCs have embarked upon a long and dangerous journey over the Blood Stone Desert. This is an infamously hostile realm of sand and heat. The GM lets them know that they are suffering -50% Travel Speed and must each pass 2 Skill Rolls.

The PCs then take turns explaining how they will contribute to the group's crossing of the desert. The GM will then narrate the outcome of these Skill Rolls, and apply Skill Roll Damage (typically Max Endurance damage) to those that fail.

One of the PCs is a Twi-Far who has the following ability "May function in non-critical desert and hot environments without penalty." They are still given the opportunity to perform Skill Rolls to aid their party but are not at risk of Skill Roll Damage from failed rolls. They may also receive a Description Bonus to their Skill Rolls if they narratively lean into their advantages.

Mystery

These kinds of encounters are ideal for inserting wonder and twists into your campaign. They may involve magic, relics, gods, political intrigue or exotic creatures.

As Sigrid is travelling she encounters two heart-broken fawns over the corpse of a recently killed great black stag. It was not shot by a hunter who would make use of its body, but by a thoughtless marksman without respect for nature. Sigrid tends to the fawns and on the third day, they transform into the twin goddess Nijin and Jinin. As they bound away they offer no words, but their deep black eyes express gratitude.

NPC Encounters

» See Automatic Permission rules on pg: 87.

These are a great way for PCs to make new friends/rivals) and gain additional information about their current region. PC love to meet eccentric NPCs with information and opinions.

During their long journey across the Kingdom of Ire, the GM describes a scene where Gwenyr is drinking at a tavern with local tradesmen at the end of the day. A particularly rowdy group of minors are laughing at one of their coworkers for claiming to see a ghost down a local mineshaft.

Gwenyr may listen in and possibly get the ridiculed man alone to gain his trust and learn more about what he has seen. This could lead to a new quest, act as a point of note in a future story thread, or simply highlight the superstitious nature of the community.

Acquisition Rolls

Downtimes are a great opportunity for PCs to pursue personal ventures and goals, typically through Acquisition Rolls to purchase, craft, study or treat. Larger settlements (such as towns or cities) are usually required to purchase things, Toolboxes/Workshops are typically required to justify crafting objects, and new information or experiences are required for study.

Lean heavily into having your Players explain how they are going about their task. Have them do the creative problem-solving to justify their Skill choice and approach.

Alaric wishes to acquire a new techno-magic weapon, an Explosive Power with the Orb Variation (Acquire Cost: 13t). His camp has a Metallurgy Workshop and he could deconstruct his current techno-magic staff, but the GM rules that this would still be difficult to complete as the absence of a single component would result in failure.

The GM rules that if Alaric continues with his plan he will suffer a -2 penalty to his roll. If he waits until they are in a city he will suffer no penalty, and if he performs a Wealth Acquisition Roll to purchase the Weapon he will also not need to harvest his staff for parts.

"Honour is the reward of righteousness."
– Marquess Wilhelm Savas,
carved into the southern Savas Wall

Urban

Downtime in an urban environment will feel very different to Downtime during travel, as the PCs will have access to a wide range of NPCs and services. The Wealth Skill is king in these situations, as it can be used to justify most acquisitions. Having the occasional urban downtime is a good way for PCs to exchange their Traade Goods for current Resources.

» Camp Task: Sleeping at a safe and comfortable establishment (ie: a tavern or inn) grants +2 daily Max Endurance healing.

Exchange

Trade Goods may only be exchanged for Resources at suitable locations. The PCs may need to transport their plunder to a town, city, or stay at a location for multiple weeks.

» Village: 2 Resources per week.
» Town: 4 Resources per week.
» City: 8 Resources per week.

Frontier Settlement

» Average Population: 75.
» Those living in settlements on the edge of wild and untamed regions are often doing so in exchange for land. They are often young or eager to distance themselves from society for personal reasons.
» Monsters and winter are lethal threats.
» Limited access to skills and all resources.

Village

» Average Population: 150.
» Typically a close-knit community that follows a single religion and is made up almost entirely of a single species. Daily life revolves around agriculture and local resources.
» Poverty, animal/monster attacks on livestock and bandits are common threats.
» Limited access to skills and technology.

Town

» Average Population: 2,000.
» A commercial hub that connects to multiple villages. They commonly have many tradesmen and merchants and may have a small number of professional guards.
» Raiders, sickness, fire and civil unrest are common threats.
» Limited access to space, especially within their walls.

City

» Average Population: 150,000.
» Filled with people from all walks of life. Including many nobles, guilds, temples and professional soldiers.
» Corruption, crime, sickness and civil unrest are common threats.

Combat

» See Combat rules from pg: 66.
» See Creating NPC Character rules from pg: 110.

Unlike Skill and Downtime encounters, Combats are very precisely laid out with the use of miniatures, a Battlemap, specific character Actions and detailed NPCs. Combats will have a strong tactical feel, with characters taking cover and carefully positioning themselves.

NPC Acquire Costs

As NPCs do not need to pay the Acquire cost for their items they can have a large number of Modifications (including those that would cost Knack). You should only use these options to tweak the power of an NPC to match the skill of your Players and to amplify/tweak an NPC's nature or combat style.

Keep in mind that Players will most likely have a chance to take an NPC's items without the Innate Keywords once they're defeated, but they will still need to pay any required Knack costs.

Minor Combats

» See Skill Roll Damage and Minor Combat rules on pg: 17.

Minor Combat where the outcome (success or failure) is guaranteed and that would not be made more fun by the use of miniatures on a Battlemap should be resolved with a series of Skill Rolls (as with Complex Tasks) and using the Skill Damage rules.

Optional Rule: Durability

If you wish to make combat simpler and more consistent you may give any Skilled or Nemesis NPC: Durability.

These characters still have Attributes (ie: to calculate Sub-Stats, Actions effects, etc...), but you should only track damage to their Durability. When their Durability is reduced to 0 they are removed from Combat (die).

Durability: X
» When a character (ie: Companion or Henchmen) receives X Attribute damage they are removed from the combat (ie: die).
» Attribute damage/healing = Durability damage/healing.
» Characters are removed from Combat (die) when their Durability is reduced to 0.

1 or less Attribute
» Skilled and Nemesis NPCs have -1 Durability for each Attribute value that starts combat at 1 or less.

Attribute Dmg 2+
» Critical Hits deal +1 Durability damage if they deal 2+ Attribute Damage after Armour (Does not Stack).

Keyword: Crit Loc +/-X
» Critical Hits deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

Balance

While there are rules for balancing a Combat against the strength of your PCs, you should treat these as rough guidelines and not expect any Combat to be truly balanced. Your PCs should be expected to fight dirty and with cunning. Combat is war, not sport.

» 4 NPC Types: Henchmen Group, Troop Group, Skilled and Nemesis.
  » All of these are equal in power to 1 PC, except for the Nemesis, which is equal in power to 3 PCs.
» NPC grow in power as the PC's gain Resources.

Example Balanced Combats Against 4 PCs:
» 1 Henchmen Groups, 1 Troop Group and 2 Skilled.
» 1 Henchmen Group and 1 Nemesis.

» If any surprises (ie: ambush) the other, they should gain a free Surprise Round Action (pg: 66).
  » Henchmen and Troop NPCs may only move OR Attack in Surprise Rounds.
  » Surprise Rounds happen when one side executes a cunning plan (and Awareness/Stealth rolls are passed/failed). They should not factor into Balance.

Controlling NPCs

» Have NPCs act in accordance with their personalities, ie: showing the PCs no mercy and/or fleeing when appropriate.
  » Don't be afraid to have an NPC stab a Bleeding PC, or attempt to flee after they watch the PCs cut down most of their allies. All of these NPC choices should be informed by the NPCs personalities and goals.
» Give your NPCs clear objectives for risking their lives in combat against the PCs.
» Try to telegraph threats and NPC personalities. This will help to inform your players and allow them to make meaningful choices based on the current situation.

Harm & Post-Combat

» As PCs die at -5 Attribute (compared to NPCs who die at -0) they will win most brutal fights to the deaths... but this may come at a steep Spare Time Point cost in Healing rolls.
  » This may not be obvious to new Players, be sure to remind them that Attribute damage will carry on to future sessions.
» At the end of Combat the PCs should usually (if they are not on the run) gain an opportunity to perform a First Aid roll of 12 (pg: 74) to Heal 2 Attribute damage on all PCs.
  » This roll will have a -2 penalty if the person performing it is also attempting to Heal themselves. This roll may be Assisted by another character, and re-attempted (with a -2) penalty if it is failed.
» All Endurance damage is healed at the end of Combat.
» 4 Equipment Slots of quality gear may be turned into a Loot Trade Good (pg: 52).

Battlemaps

The default assumption of the Fragged rules is that you will be using a gridded Battlemap and miniatures for your important combats. If you're an experienced role player you should be able to complete most combats without either, but you will miss out on some of the tactical depth that Fragged offers.

Recommended Physical Tools:

» A laminated 1x1m sheet with a printed square or hex grid.
» Whiteboard markers to draw terrain onto the laminated sheet.
» 32mm scale miniatures for characters.

Balance

» See Combat Balance rules on pg: 106.
» See Creating NPC Character rules on pg: 110.

A combat's environment should be thought about when creating an encounter, as it can greatly affect the balance of a fight. GMs are encouraged to greatly reward forethought and preparation and to penalize gung-ho foolishness. You may do this by adding or subtracting favourable terrain and positioning to a Combat, or by granting a Surprise Round to one side.

» Both sides should have some Light/Heavy Cover.
» Difficult Terrain will aid the defensive/non-mobile side.
» Tight spaces will aid the side with more close-range Weapons.
» Open spaces will aid the side with more long-range Weapons.

Optional Rule: No Battlemap or Miniatures

» See Minor Combat rules on pg: 17.

» Keep in mind that 1 space = 1 metre.
» Don't be too specific with distances, keep things loose.

» The GM should be lenient with PCs when determining if a character is in Cover, inside/outside an Aura, Movement distances and Range penalties.
» The GM and PCs should clearly state if the intention of their movements. Ie: "I'm moving behind the stone wall for Heavy Cover while keeping my enemy within my Ideal Range." Slightly bending distances to meet these intents is ok.

> "The Twisted Forest is a vast stretch of unclaimed land that covers at least one and a half continents. I for one am overjoyed for such a dark and magical realm that is filled with dangerous monsters, buried ruins and wild folk. It gives the Kingdoms of Ire and Catla something to focus on, which is not each other. The Akharon of old during the Empire was a world of wars where men died in the tens of thousands. That forest has gifted us at least four generations to work our shit out."
>
> – Overheard chatter at the local tavern

Mixing Things Up

The examples listed here are intended to inspire GMs, we encourage you to experiment and create your own interesting encounters. Always prioritize the game's story over pure mechanical balance.

Environment

The Battlemap is dominated by a single kind of difficult or hostile environment that greatly rewards forethought and preparation. Foreshadowing these hazards is strongly advised.

» Darkness: Every space grants Heavy Low Light Cover.
  » Torches are free at character creation and remove all Low Light Cover in a small area, but they also illuminate the user and may require a free hand.

Mix Minor Combat with Battlemap Combat

Game sessions will commonly only have enough time for 1 major combat. Don't hesitate to turn less-important fights into a Minor Combat (pg: 17) so that more game time and narrative effort can be spent on the more interesting fights.

> The PCs are fighting in a large war between nations. The GM treats this as a Minor Combat up until the point where the PCs come face to face with an enemy leader and their personal guard – then they swap to a Battlemap Combat.

Scale

Drastically altering the scale of combat is a great way to mix things up, as it will alter the value of Movement distances, Range increments, Aura sizes, etc...

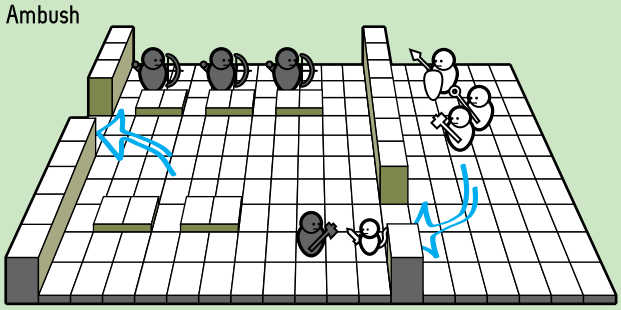
» Large Scale: Each space on the Battlemap is equal to 2 or more spaces.
  » For larger Battlemaps: be lenient with your PCs when determining if a character is in Cover, inside/outside an Aura area, Movement distances and Ideal/Max Range.
  » Long-range Weapons (ie: Bows) may dominate large Battlemaps.
» Off Map: A character is off the Battlemap and Attacking in with a long-range Weapon. Have this character act normally, but don't place their character on the Battlemap: have them Attack in from one side of the Battlemap: adding a set number of spaces (ie: 30) to all of their Attacks.

Time Pressure

Foreshadowing a future event is a great way to add tension to a conflict: encouraging your PCs to be aggressive (if the event is negative) or defensive (if the event is positive).

» Cave In: All characters within a set area will die in 4 Turns.
» Reinforcements: The NPCs will gain two Henchmen Group allies if they are not defeated within 3 Turns.

Ambush

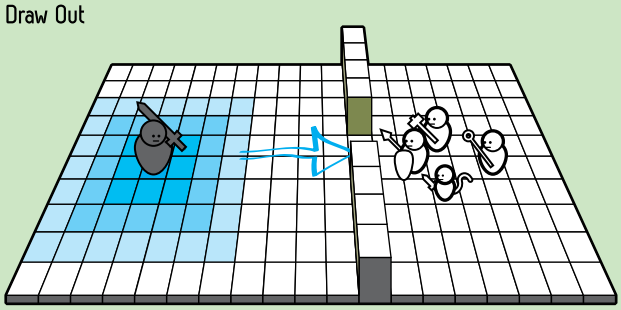


PCs are ambushed as soon as they turn a corner or walk through a door into a new area. This is a particularly dangerous situation if there is a PC that likes to rush ahead as soon as they see a foe. If the Players are being too cautious you may wish to use a time-based pressure to push them forward: such as the NPCs calling for reinforcements or placing snares (difficult and dangerous terrain).

Most of the NPCs should have range weapons and the PCs will want a reason for passing through the area.

» If the PCs withdraw after the initial enemy Surprise Round you may wish to end the combat and start again when they re-enter (with the NPCs even more prepared).

Draw Out

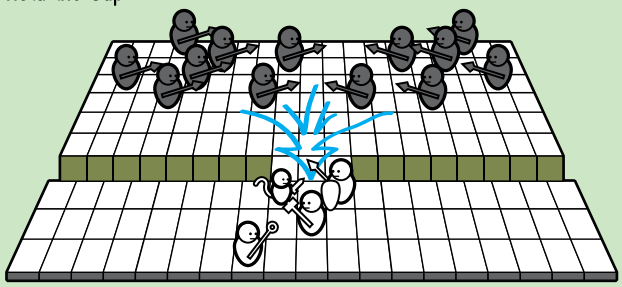


There is an enemy who is impossible to kill while they are in a specific room. This may be because they are being healed or shielded by magic wards in the floor or walls.

It is critical that the Players understand that brute force will not work in this situation. Do not tell them outright that they will need to lure the foe out, but maybe give them a few hints after they make some Skill Rolls if they get stuck.

» Use the Minor Combat rules (pg: 17) until the enemy has been drawn out of the room (possibly resulting in damage to the PCs), then swap to a standard Combat with a battlemap.
» Healing should be 1 to 2 Attribute damage per Turn.
» Shielding should be +1 to +2 Armour and immunity to the Strong Hit option: Puncture.

Hold the Gap

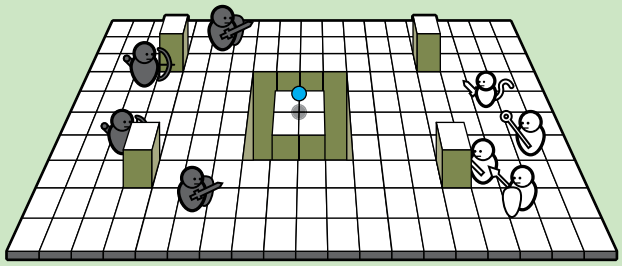


PCs must hold a chokepoint of just 2-3 spaces wide - possibly a door, bridge or narrow pathway - against an overwhelming force. If just one PC breaks formation the team may fall.

Give the PCs warning of the incoming threat so that they may prepare. Don't give the NPCs too many ranged characters, you want them to be rushing forward into the PCs.

» Enemies may have 1 to 2 extra Henchmen Groups as the PCs have a highly defensible location. You may also wish to give Henchmen the 'Endless' Variation (pg: 151).

Precarious Pit



The area is dominated by a pit - possibly with an objective at its centre that may need to be reached after the combat. The pit could be filled with spikes, acid, be bottomless, or lead to a (secret?) below room. Both the NPCs and the PC will want to use Tackle or Arcane powers to throw each other down.

Make one or two of the frontline NPCs obviously strong and well-suited to throwing people down the pit. A couple of backline ranged NPCs behind cover may be also useful for forcing the PCs to move forward.

It is critical that you do not hesitate to throw the PCs down the pit if the opportunity presents itself, this will rob all tension from the encounter if you do.

» You may wish to give characters a free Physical Skill Roll to catch the edge of the pit with a free hand, especially if falling down will result in instant death.

Creating NPC Characters

» There are four NPC Types: Henchmen Group, Troop Group, Skilled and Nemesis. Each with their own Ability Table.
  » NPCs built to fight PCs in a balanced fashion will have many of their abilities (ie: Attribute Points, Armour, current Resources, etc...) dictated by the PC's average Resources.
» NPCs are built in a similar way to PCs, except as follows:
  » +2 to all Attack Rolls and do not add their Combat Skill Roll modifier to their Attack Roll.
  » Only Skilled and Nemesis NPCs have a Species.
  » May have any number of hands
  » Ignore all Spare Time, Knack and Equipment Slot costs.
  » Ignore all Species requirements.
  » No Attribute maximums, Bonds, Drive, Outfit or Utility.

Ability Tables & Balance

Balanced NPCs are created using the Ability Tables from pg: 112. You need to first determine the average Resources of your PCs and then the NPC gains the corresponding stats, Resources, etc...

You should feel free to change your NPC strength if you wish to more accurately match the true skill of your Players or alter the tone of your campaign. Below are some examples:

» May increase NPC Ability Table power by one step if:
  » Your PC's Levels are higher than their current Resources.
  » Your Players are particularly skilled at combat.
  » You wish to make an NPC particularly dangerous (ie: the big-bad-guy). Be sure to foreshadow this to your Players.
  » You and your Players want combat to be harder.
» May reduce NPC Ability Table power by one step if:
  » Most of your PC's current Resources are higher than their Level +2 (ie: they're a party of Twi-Far).
  » Your Players are not particularly skilled at combat.
  » Your PC's are not particularly well-built for combat.
  » You and your Players want combat to be easier.

» See NPC Character Ability Tables from pg: 112.

» Optional Rule: NPCs may be created using any amount of 'Average PC Resources', and NPC power should be foreshadowed by the GM or determined with a suitable Skill Roll.

NPC Type Variations

» Some NPCs may gain NPC Type Variations. These work just like Traits, but are attached to no area and are more powerful.
» A NPC Type Variation may be exchanged for 2 Traits.
» See NPC Traits and Variations on from pg: 150.

NPC Variations are particularly powerful and will often end up being their most defining choice. Be sure to select a Variation that fits their narrative and works with your desired combat style.

Momentum

» See full Momentum rules on pg: 70.

NPCs use a simplified Momentum system that does not require the tracking of Momentum points for each individual NPC.

» NPCs have a single Momentum pool that is used by them all
  » NPCs may never use more Momentum than their Max Momentum stat during a Turn.
» Gaining a Surprise Round grants +1 Momentum per PC to the NPC's shared Momentum pool.
» Nemesis NPCs gain 2 Momentum points at the start of their Turn.

Nature & Extra Abilities

You should feel free to define an NPCs nature in any way that you see fit (ie: golem, ghost, energy, organic), give them any form of special movement (ie: swimming, tunneling gliding, etc...), minor immunities (ie: can breathe underwater, resist cold, immune to poison), appropriate vulnerabilities (ie: Strong/Weak vs fire (+2 End Dmg)), and define their size and number of hands, etc...

Always place the narrative over exact game mechanics. The rules for creating NPCs and balanced combats are there to offer GMs a guide. If you worry that an NPC may be too powerful or exotic, we recommend you foreshadow their powers to your Players.

NPC Skill Rolls

NPCs should rarely perform Skill Rolls, especially against PCs. Instead, have them succeed or fail based on what is appropriate to the narrative, or have the PCs roll against a set Difficulty when interacting with them.

When needed, NPCs may perform Skill Rolls with -2 to +4 modification, according to what is appropriate to their nature, personality, history and place within the story.

"Behold, the heathen horde of southern Legion raiders descended as a tempest upon our peaceful town, their wolf-prowed ships gliding like shadows up our river. They stormed the sacred temple of Akh, defiling its hallowed vessels and overturning the altar, its divine light snuffed out beneath a veil of ash.

With axes and fury, they laid waste to all, their cruel warcries mingling with the wails of the innocent. The wealth of our people was plundered, the gold of the pious becoming the spoils of the corrupt. Men and women, young and old, they carried off in bondage, leaving only smouldering ruin and broken lives."

– Sigvald Ironbay,
raid of Hildensgard.

NPC Character Types

Hands

» NPCs may have any number of Hands, and their items may require no Hands.
  » GMs should be careful to not abuse this to make overpowered NPCs - especially regarding Dual Wield and Shield Weapon Modifications.
» NPCs with two Blade/Hammer or Range/Special Weapons may gain +1 Current and Max Resources.

When creating an NPC for a balanced combat against the PCs, you should generally treat them as having 2 Hands. This will allow them to use a single 2 Handed Weapon (ie: Great Hammer or Warbow) or a 1 handed Weapon with a Dual Wield or Shield Modification (ie: dual Short Swords or a Mace with Shield). The exception to this guideline is if they have a 2nd Weapon (such as a backup Range or Special Weapon), which can freely require no Hands.

Keyword: Innate

» This item is 'a part of your Character's body, an ability or a item that you are very skilled at using', does not need to be Drawn, requires -2 Slots and may be difficult to remove.
» You may add this Keyword to any NPC item.

Optional Rule: Durability

If you wish to make combat simpler and more consistent you may give any Skilled or Nemesis NPC: Durability.

These characters still have Attributes (ie: to calculate Sub-Stats, Actions effects, etc...), but you should only track damage to their Durability. When their Durability is reduced to 0 they are removed from Combat (die).

Durability: X
» When a character (ie: Companion or Henchmen) receives X Attribute damage they are removed from the combat (ie: die).
» Attribute damage/healing = Durability damage/healing.
» Characters are removed from Combat (die) when their Durability is reduced to 0.

1 or less Attribute
» Skilled and Nemesis NPCs have -1 Durability for each Attribute value that starts combat at 1 or less.

Attribute Dmg 2+
» Critical Hits deal +1 Durability damage if they deal 2+ Attribute Damage after Armour (Does not Stack).

Keyword: Crit Loc +/-X
» Critical Hits deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

Henchmen Group

A group of NPCs that's ideal for a squad of mooks or a swarm.

» Equal in power to 1 PC.
» Work like Companions (pg: 76) except as follows:
  » Have no commander.
    » May perform 1 Action per Turn.
    » Have an Attribute value (with a seperate Mobility value) that is used to define Action effects (not Sub-Stats), Cover and adds to Weapon End Dmg.
    » Have their own Endurance pool
    » Do not gain a free move at the end of the Turn if they did not move from an Action.
    » Acts last in the Turn, after all PCs.
» +2 Bodies if they have no weapon with 3 or more Ideal Rng.
» No Grit Re-Roll points.

Troop Group

A pair of NPCs that function independently of each other and are ideal for pair of competent foes.

» Equal in power to 1 PC.
» Work like a Henchmen Group except as follows:
  » Have the Individual Keyword (Attacking Bodies do not gain +1d6 Hit and +1 End Dmg).
  » Each Body is independent (ie: they do not Attack as a group, each Body may perform 1 Action per Turn, they do not share an Endurance pool).
» +1 Durability if they have no weapon with 3 or more Ideal Rng.

Skilled

A single dangerous NPC that is of comparable strength to a PC. An ideal selection for a moderately dangerous soldier or mid-level leader.

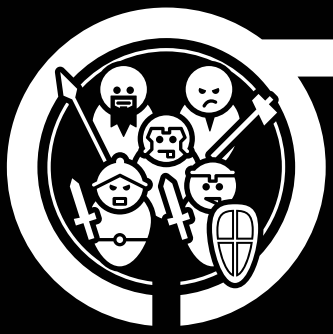
» Equal in power to 1 PC.
» Work like PCs except as follows:
  » Removed from combat (ie: die) when any Attribute (or Durability) is reduced to 0 (normally -5).
  » -2 Grit Re-Rolls points.

Nemesis

A single powerful NPC that is an ideal choice for a big boss or single dangerous threat that will require multiple PCs to defeat.

» Equal in power to 3 PCs.
» Work like PCs except as follows:
  » Removed from combat (ie: die) when any Attribute (or Durability) is reduced to 0 (normally -5).
  » May perform 3 Actions per Turn (normally 2).
  » Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
  » Gain 2 Momentum at the start of your Turn.

Henchmen Group



Avg PC Res	Defence	Armour	Durability	Bodies*	Endurance	Resources	Variations	Actions	Attribute**
1-3	12	3	1	5	20	1	1	1	2 (5 Mobility)
4-6	13			6	22	2			
7-9				7	24	3	2		
10-12	14			8	26	4			
13-15				9	28	5	3		
16-18	15			10	30	6			

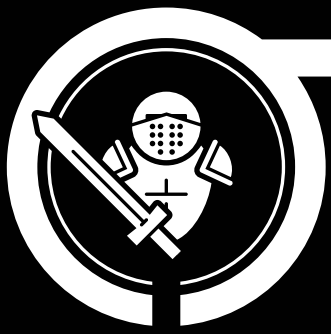
- » +2 Hit, all Weapons.
- » Bodies die (removed from combat) when their Durability is reduced to 0.
- » Each Attacking Body grants +1d6 Hit and +1 End Dmg.
- » Group may perform 1 Action per Turn.
- » Acts last during Combat (after all PCs).
- » *+2 Bodies if they have no weapon with 3 or more Ideal Rng.
- » **For calculating Attribute bonuses to Actions, Max Momentum, Cover & Weapon End Dmg. May only be altered by NPC Variations and Traits.
- » No Outfit or Utility.
- » No Grit Re-Roll points.

Troop Group

Avg PC Res	Defence	Armour	Durability*	Bodies	Endurance	Resources	Variations	Actions	Attribute**
1-3	12	3	3	2	10	1	1	1	2 (5 Mobility)
4-6	13		4		12	2			
7-9			5		14	3	2		
10-12	14		6		16	4			
13-15			7		18	5	3		
16-18	15		8		20	6			

- » +2 Hit, all Weapons.
- » Bodies die (removed from combat) when their Durability is reduced to 0.
- » Have the Individual Keyword (Attacking Bodies do not gain +1d6 Hit and +1 End Dmg).
- » Each Body acts independently (ie: each Body may perform an Action, do not share an Endurance pool, etc...).
- » Each Body may perform 1 Action per Turn.
- » *+1 Durability if they have no weapon with 3 or more Ideal Rng.
- » **For calculating Attribute bonuses to Actions, Max Momentum, Combat Order, Cover & Weapon End Dmg. May only be altered by NPC Variations and Traits.
- » No Outfit or Utility.
- » No Grit Re-Roll points.

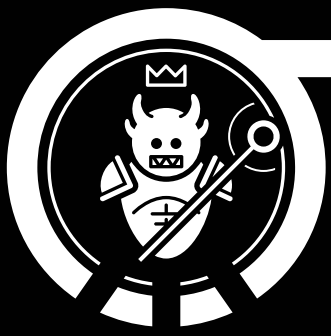
Skilled



Avg PC Res	Attribute	Durability	Armour	Resources	Variations	Traits	Actions
1-3	15	5	3	2		1	2
4-6	16	6		3	1		
7-9	17	7		4		2	
10-12	18	8		5	2		
13-15	19	9		6		3	
16-18	20	10		7	3		

- » +2 Hit, all Weapons.
- » Die (removed from combat) when any Attribute (or Durability) is reduced to 0.
- » No Outfit or Utility.
- » -2 Grit Re-Roll points.

Nemesis



Avg PC Res	Attribute	Durability	Armour	Resources	Variations	Traits	Actions
1-3	22	12	3	4	1	1	3
4-6	24	14		5		2	
7-9	26	16		6	2		
10-12	28	18		7		3	
13-15	30	20		8	3		
16-18	32	22		9		4	

- » Equal in power to 3 PCs.
- » +2 Hit, all Weapons.
- » Die (removed from combat) when any Attribute (or Durability) is reduced to 0.
- » No Outfit or Utility.
- » Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
- » Gain 2 Momentum at the start of your Turn.

Homebrewing

Fragged started out as a homebrew game, and we understand that altering the rules of any ttRPG and the creation of new options for your Players is an EXCELLENT way to make your games more interesting, and for making things a better fit for you and your players.

We understand that Fragged has some mechanical crunch, and this is especially true when it comes to the backend of its many PC and NPC options. While the notes listed on the following pages won't give you a full breakdown of the design methodologies behind Fragged, they should give you a solid starting point.

Some trial and error should be expected when homebrewing new rules and options, and you should feel free to alter things after their initial implementation into your game. PCs should also try not to abuse GM created options. Some amount of GM and Player trust is required.

List of Optional Rules

- » PCs may **Retro** 2 options at the end of their first 2 sessions.
- » A Grit Re-Roll point may be spent to **add or alter a minor element** (not Cover) to an encounter (ie: add a convenient rope, explosive oil barrel, etc...).
- » Reduce all PCs Grit Re-Rolls by 1 or 2 for a slightly harder game with a less heroic feel.
- » The **Specialist Bonus** topic may be changed to a new thematically similar topic when this Trait is gained.
- **Failing Forward:**
  - » GMs may change a failed Skill Roll into a success by adding a negative Unexpected Consequence.
- **Narrative Sixes and Ones:**
  - » Any die roll of a 6 on a Skill or Acquisition Roll adds a GM-defined positive Unexpected Consequence.
  - » Any die roll of a 1 on a Skill or Acquisition Roll adds a GM-defined negative Unexpected Consequence.
  - » Succeeding or failing a Skill Roll by 4 DOES NOT add an additional Unexpected Consequence.
- » If you suffer 2+ Attribute damage from a single Attack/source you gain a Physical or Psychological Condition of the GM's choice (see from pg: 198).
- » **Big characters** take up 4 spaces (normally 1).
- » Items **above your current Resources** may be stored at your Camp. NPCs gain +1 Resource from session 3.
- » Mounts cost -1 Resource if your campaign has very few outside combats with large open spaces.
- » Mounts cost +1 Resource if your campaign has many outside combats with large open spaces.
- » NPCs may be created using any amount of 'Average PC Resources', and NPC power should be foreshadowed by the GM or determined with a suitable Skill Roll.
- » NPCs make use of **Durability** rules for simpler damage tracking, see pg: 111.
- » No Battlemap or Miniatures, see pg: 108.

Species

Getting the tone of a species major power (and its offset) is vital to creating a mechanically interesting new option for both PCs and NPCs. If you feel like a species should have access to multiple powers (major or minor), you may wish to place these into species-specific Traits, or by encouraging characters with this species to select items with the Innate Keyword.

Each species should be a viable option for characters of any vocation, and not overly focused on just one (ie: soldier, techno-mage or merchant). Though they may lean in a direction of play (this lean can be offset by species-specific Traits). Ie: Legion characters are encouraged to be "strong and tough," but they can be a Ta'Di Seer, archer or blacksmith just as easily as a knight.

Species that can only be NPCs require less detail, and you may wish to only give them options that have combat applications. If a species that can be a PC has limited combat advantages you may wish to give them a NPC-only boost (ie: Tolatl gain +2 Defence).

Default Species Framework

- » +1 to two different Primary Skills.
  - » Grant an additional minor power if one of these Skills would gain a bonus from 4+ in the Attribute that this species has -2 max to.
- » A major power that can't be gained (or is hard to gain) via other Traits or Equipment.
- » A minor power.
  - » This should be flavoursome, and will usually be connected to the species preferred environment.
- » -2 max to an Attribute.
- » A disadvantage that offsets their major power.
- » A social or narrative complication (ie: prejudice).

Offset Major Power Examples

- » Kaltorans gain a bonus to more Skills, but this is offset by a higher penalty to Untrained Skills.
- » Legion gain +1 Armour, but this is lost when they're reduced to 0 Endurance. This also encourages them to have more Strength, which fits into their lore.
- » Tolatl gain an extra hand (their tail), which encourages the use of Shields, but they have -2 Strength that prevents them from being a strong tank. They also suffer an additional -2 Equipment Slots which encourages them to use Small items.

Species-Specific Traits

- » Should be available to 2 different Species or Arcane users.
- » Should amplify unique natural or cultural gifts that a member of a Species may have.

"Fear not death, fear the loss of your soul."
– All-Faith teaching.

Traits

A Knack Trait Requirements can be used to balance out a powerful Trait, or help to limit a single character's access to multiple complex Traits that could lead to a Player taking up too much game time.

Attribute Traits with a requirement of 1, 2 or 5 in the corresponding Attribute tend to be rather powerful. Primary Skill Traits tend to have a smaller unique or passive power, but grant a bonus to other Skills. Combat Skill Traits tend to be a little weaker than other Traits, but they usually grant Stacking benefits that help in all combats.

Default Trait Framework

- » Primary Skill Trait: +1 to two different Primary Skills.
  - » These should match the Skills bonus' given by other Traits in the same area.
  - » Some slightly weaker Traits may grant an additional +1 bonus to a Combat Skill, or grant a +1 bonus to a Skill of the Players choice (typically one that does not match their Species Skill bonus, or a bonus from having 4+ in an Attribute).
- » A unique or small passive power that is connected to the theme of that Trait's area.

Theme Examples

- » **Level:** Level 14+ characters.
- » **Resources:** Arcane powers.
- » **Influence:** Social status.
- » **Strength:** Body.
- » **Reflexes:** Speed of action and limbs.
- » **Mobility:** Movement and legs.
- » **Focus:** Concentration.
- » **Intelligence:** Understanding.
- » **Grit:** Luck and motivation.
- » **Primary Skills:** Areas that the Skill covers.
- » **Finesse:** Accuracy.
- » **Brawn:** Damage.
- » **Cunning:** Tactics.

Stacking

Taking Stacking (see pg: 18) into consideration when forming a Trait's benefits (and disadvantages) is very important. Seemingly weak powers can become very strong if they can Stack their benefits multiple times (and even more so if this is easier to do), and strong powers can be considerably curbed in power if they have no ability to Stack.

Combat Equipment

Balancing out combat equipment can be particularly difficult as they have multiple interlocking stats and Keywords that need to be carefully balanced. Each Weapon/Outfit Type will also generally have a theme that leans it towards a particular style of play.

The Arming Sword and Brigandine/Chainmail should be considered the default Weapon and Outfit, and can act as a solid starting point for items of your own creation.

Weapon and Outfit Variations should give a strong benefit, while Modifications will typically grant a minor benefit. Modifications that grant a strong benefit will typically have a very high Acquire cost.

Weapon Theme Examples

- » **Blade, Type:** +Hit and flexibility.
- » **Hammer, Type:** +Damage.
- » **Range, Type:** +Range, +Strong Hits, -Hit Dice, 2 Hands.
- » **Special, Type:** +Range, +Strong Hits, -Crit Dmg.

- » **+Hit Dice:** +End Dmg and -Crit Dmg.
- » **-Hit Dice:** +Hit, +End Dmg.
- » **-Ideal Range:** +Hit Dice.
- » **+Crit Dmg:** -Hit Dice.

- » **Low Hit and Crit Dmg:** -1 Resource cost. Typically designed to be a backup Weapon.
- » **Strong vs:** Consider the benefits from this Keyword as 1/2 the strength of a flat benefit.
- » **Cleave:** 2 Hands, Reload or limited use.
- » **Strong Hit (X-6):** -Hit Dice, -Crit Dmg or Reload.

Outfit Theme Examples

- » **Light, Type:** +Defence and per Combat boost to Armour.
- » **Heavy, Type:** +Endurance and +Armour.

Utilities

- » Tend to have the Trinket or Small Keyword, and - Resource cost.
- » Easy to access/activate.
- » Commonly grants a passive boost, power to you and/or your allies. Possibly one that can't be gained (or is hard to gain) via other Traits or Equipment.

"The Neph Spawn, a hulking beast of muscle and fury, lumbered through the mist, its great club swinging with deadly intent. But the tiny Tolatl, swift as the wind, danced around it, her sword a blur of silver in the dim light. She feinted left, then right, drawing the beast's clumsy strikes wide. With a flash, she leapt atop its back, her blade finding the soft spot beneath its gnarled ear. The monster's roar was short-lived as it crumpled to the earth, its life extinguished in an instant. The Tolatl stood over it, calm and untouched, her eyes already darting around the clearing for the next threat.

– Lady Teodora Badulf,
felling of the Beast of Slushmarsh.

Example Antagonists

No blade, no spell, no power wielded by a mortal could ever breach the hide of Dos' favoured hellbeast. This was the heartily encouraging and overly flowery thought that passed through Elenia's mind as the great creature's spittle slammed into her arcane barrier, its toxins eating away at the mystical symbols and filling her nostrils with an acrid stench that almost drove her to her knees.

She was always doing this. Pitched battle, companions relying on her for support, towering monstrosity laying waste to all it surveyed, and Elenia was weaving purple prose in her head. Maybe it was a coping mechanism, she thought idly, as one of the Uberhydra's enormous, mottled heads swung around to focus on her, teeth dripping and eyes clouded with mindless fury. It lashed out with shocking swiftness, and Elenia was forced to fling herself off the ruined stone upon which she stood, Olox leaping alongside her. He landed nimbly on the lower level, while Elenia tumbled into a haphazard roll that ended with her sprawled on the gravel.

Dazed, she staggered to her feet as a swift sequence of sounds rang out across the coastal ruin: the grinding of steel on stone, a roar of determination and a howl of enraged agony. Nyasha must have hurled himself at the thing in an attempt to wrest its attention away from his companions, and by the sounds of things, it had worked – for the moment. Elenia clutched her staff in white-knuckle fists, the fight draining from her, sapping her will to craft spells. Hopeless. All was hopeless against an invincible beast woven from darkness and hatred. But her comrades fought on, and every moment they stole from the monster gave the townsfolk more time to escape.

Enough poetry. Enough doubt. Elenia stood tall, raised her staff, and even on trembling legs, threw herself back into the fray.

Automatons

Average PC Resources: 4-6

Shambling Automatons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Vice-like Crush	2d6	+8	2	2	8	4	Hammer, Steel.	2
	Modifications: Quality, Dual Wield - Parry							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	22	1	1	3	8	2	3	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Unstoppable (Ignore 1st death that one of your Bodies would suffer per Round).

Heavy Forge Soldiers (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Mechanical Blade	4d6	+0	2	3	3	4	Blade, Composite.	2
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), Puncture, Modifications: Personalised.							
Burning Bolts	4d6	+2	5 -> 10	80	3	4	Range, Magic - Water (Acid)	2
	Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4 (5 Slice)	4	2	2	5	1 Each

Notes: Troop (Individual), Armoured Troops (Weak at 0 Endurance (-1 Armour).

Charged Forge Soldiers (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Slam	4d6	+3	1 -> 2	2	4	4	Blade, Steel.	2
	Modifications: Quality.							
Lunging Spear	3d6	+3	2 -> 3	3	4	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), Modifications: Quality.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
15	12 Each	2	4 (5 Slam)	3	2	2	5	1 Each

Notes: Troop (Individual), Sword & Board (You're carrying a Shield), Str Hit - Lightning (Strong Hit: Lightning: Cleave +1 (Stacks)).

Ancient Automaton of Corp/Dray

Skilled

Strength	4	1	Focus	2	4
Reflexes	2	2	Intelligence	2	5
Mobility	3	3	Grit	2	6
			Durability		5

Defence	10 + Ref	+	=	12
Endurance	10 + (Str x5)	+ 24	=	54
End Dmg Resistance			=	0
Armour	3	+ 1	=	4
Recovery	Grit	+	=	2

Max Momentum	Foc	+	= 2
Momentum per Turn		+	0
Combat Order	Int + (Ref/10)	+	= 2.2
Grit Re-Rolls	Grit	+ -2	= 0
Actions per Turn			= 2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Barrage of Blows	3d6	+5	2	2	9*	4	Hammer, Primal.	3
	*Strength and Focus are adding to End Dmg, Modifications: Personalised, Dual Wield - Hammer.							
Meaty Fist	2d6	+4	2	2	8	5	Hammer, Weighty.	3
	Strong vs Shield (+2 Hit and End Dmg), All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks), Modifications: Personalised.							
Energy Blast	2d6	+7	10 -> 30	140	6	5	Range, Magic - Cosmic (Guide).	3
	Reload 1 (Hold), Strong Hit (5-6), Modifications: Personalised, Quality.							
	Strong Hit: Empower - Guide: Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.							

Notes	Description
Automaton (FLESH)	May only choose to move with the Prep Action.
	May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.
Bulwark	You're immune to forced movement, Suppress and Inhibit from characters with less Strength than you.

Golem Army	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Halberd	3d6	+3	2 -> 3	3	6	4	Blade, Steel, Hammer, Pick.	3
2 Handed, Large, Strong vs Mounted/Big/Charge/0 Endurance or when Attacking through a non-Stealthed ally (+1d6 Hit Dice), Puncture, **Modifications:** Personalised x2, Quality x2.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24	0	1	3	7	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Endless Forces (At the end of every Round: gain +1 Body), Formation Forces (**Aura 1:** Gain +1 Armour and +3 Defence if there is an ally within Aura area (Does not Stack)).

Clockwork Statues - Archer	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Long Gun	2d6	+7	10 -> 30	140	7	5	Range, Magic - Cosmic (Guide).	3
Reload 1 (Hold), Strong Hit (5-6), **Modifications:** Personalised, Quality.								
Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	14 Each	0	7	3	2	2	-	1 Each

Notes: Troop (Individual), Emplaced Troops (May not move), Strategic (Once per Combat: You may perform a non-Sure Strike Action).

Overloaded Steel Golem

Nemesis

Strength	8	1	Focus	4	4
Reflexes	4	2	Intelligence	4	5
Mobility	3	3	Grit	5	6
			Durability	18	

Defence	10 + Ref	+	2	=	16	
Endurance	10 + (Str x5)	+		=	50	
End Dmg Resistance				=	2	
Armour	3	+	1	=	4	
Recovery	Grit	+		=	5	

Max Momentum	Foc	+		=	4
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	4.4
Grit Re-Rolls	Grit	+		=	5
Actions per Turn				=	3

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Giant Metal Limbs	3d6	+5	2	2	10	5	Hammer, Weighty.	4
Strong vs Shield (+2 Hit and End Dmg), All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks), **Modifications:** Personalised, Dual Wield - Hammer.								
Vent Fire	3d6	+3	1 -> 6	12	5	3	Blade, Magic - Fire (Burn).	2
Strong Hit (5-6), **Modifications:** Personalised, Quality.								
Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.								

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Golem (Robot)	May only choose to move with the Prep Action. May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.
Meltdown	**Aura 30:** At the start of your Turn after you die all enemies must pass a suitable Skill Roll of 14 or suffer 2 damage to a random (1d6) Attribute (no Armour).
Sword & Board	You count as carrying a Shield.
Objective - Win	If your enemies do not cool your power core (ie: dealing 4 Attribute damage with ice/water Weapons, performing 3x Metallurgy Skill Rolls of 14 while adjacent to you, performing 3x fire/ice/water Arcane Skill Rolls of 16, etc...) by the end of your Turn 3: you become invulnerable and they must retreat.

Bandits

Average PC Resources: 1-3

Ruffians	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Assorted Knives	4d6	+2	1	1	3	3	Blade, Composite.	1
	No Draw, Strong with Quick Strike (+2 movement), Puncture, **Modification:** Dual Wield - Blade.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12	20	0	1	3	8	2	3	1*

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Split Forces (*May perform an additional non-Attacking Action per Turn).

Highwaymen (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Spear	3d6	+3	2 -> 3	3	3	4	Blade, Steel	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice).							
Battle Axe	3d6	+4	2	2	4	4	Blade, Steel	2
	Strong vs 0 Endurance (+2d6 Hit Dice).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	20	2	1	3	5 (7 Axe)	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Sword & Board (You're carrying a Shield), Well-Supplied.

Brigands (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Billhook	3d6	+0	2	3	9	4	Blade, Primal.	1
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modification:** Weak.							
Hunting Bow	3d6	+1	5 -> 10	80	8	4	Range, Primal.	1
	Modification: Weak.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12	10 Each	0	3	3	2	4	7	1 Each

Notes: Troop (Individual), Capable Troops.

Scoundrel

Skilled

Strength	3	1	Focus	3	4
Reflexes	3	2	Intelligence	2	5
Mobility	3	3	Grit	3	6
			Durability	7	

Defence	10 + Ref	+	1	=	14
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	1
Armour	3	+		=	3
Recovery	Grit	+		=	3

Max Momentum	Foc	+		=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	2.3
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Arming Sword & Buckler	4d6	+4	1 -> 2	2	4	4	Blade, Steel.	2
	Modifications: Shield - Parry.							
Throwing Knives	3d6	+0	1 -> 6	12	3	3	Blade, Composite.	2
	Strong Hit (5-6), Puncture, **Modifications:** Dual Wield - Parry.							
Battle Axe & Buckler	3d6	+4	2	2	6	4	Blade, Steel.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Powerful 0, Shield - Parry.							
Pistol	3d6	+5	3 -> 14	65	4	4	Range, Long Barrel.	2
	Modifications: Dual Wield - Parry.							
Poison Vials	3d6	+0	5 -> 10	20	5	3	Special, Magic - Life (Sickness).	2
	Strong Hit (4-6), **Modifications:** Personalised, Shield - Parry.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Remnant	Suffering 2 Attribute damage from a single Attack: causes you to Bleed.
Str Hit - Poison	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).

Knaves	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Arming Sword	3d6	+4	1 -> 2	2	2	4	Blade, Steel.	1
	Modifications: Weak.							
Bag of Tricks	3d6	+0	5	10	5	3	Special, Techno-Tome.	1
	Momentum 2: Arcane Mix 2^^, **Modifications:** Personalised, Quality.							
	» Strong Hit: **Heal: Aura 6:** A character heals 2 Endurance and then removes a negative effect that would normally require a Skill Roll to remove.							
	» Strong Hit: **Push - Any:** All damaged characters (or a section of nearby terrain) are moved 2 (3 if Tiny, 1 if Big) spaces in any direction (does not change facing, Stacks).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	22	0	1	3	6	2	3	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Unstoppable (Ignore 1st death that one of your Bodies would suffer per Round).

Deserters (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Longsword	4d6	+2	1 -> 2	2	6	4	Blade, Primal.	2
	Modifications: Hefty.							
Warbow	2d6	+5	5 -> 25	140	3	4	Range, Hard Wood.	2
	Strong Hit (5-6), **Modifications:** Personalised.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4 (5 Longsword)	3	2	2	5	1 Each

Notes: Troop (Individual), Aid Troops (**Aura 2:** Non-Henchmen and Companion allies gain +1d6 Hit OR +1 Armour (Does not Stack)).

Arsonists	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Burning Torch & Buckler	5d6	+3	1	2	4	3	Blade, Composite	2
	Modifications: Quality, Shield - Parry.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	12 Each	1	5	3	2	2	5	1 Each

Notes: Troop (Individual), Sacrificial Troops (Strong when one of your Bodies dies (+3 Momentum)).

Outlaw Lord

Nemesis

Strength	4	1	Focus	5	4
Reflexes	3	2	Intelligence	3	5
Mobility	4	3	Grit	5	6
			Durability	14	

Defence	10 + Ref	+		=	13
Endurance	10 + (Str x5)	+	-4	=	26
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+		=	5

Max Momentum	Foc	+		=	5
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	3.3
Grit Re-Rolls	Grit	+	1	=	6
Actions per Turn				=	3

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Axe & Flintlock Pistol	2d6	+8	2	2	7	5	Blade, Steel.	4
	Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised, Quality, Arcane Blast.							
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Kaltoran	Visibility Cover -1, all Weapons.
Onslaught	**Critical Hit** grants all of your Weapons +1d6 Hit until the end of the Combat (Stacks up to +4d6).
Kite	May move 2 spaces at the start or end of your Turn.
Outfit - Geared	Gain an Outfit Variation (**Sturdy:** Strong when suffering Attribute damage from an enemy (gain 1 Momentum)), Gain a Utility (**Air - Lightning:** 1 Use: Your next Attack during this Combat gains Cleave +2 (Stacks)).

Chompers

Average PC Resources: 1-3

Peon Swarm (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Jaws	4d6	+2	1	1	5	3	Hammer, Primal.	1
	Strong with Quick Strike (+2 movement), **Modifications:** Dual Wield - Hammer.							
Staff	4d6	+0	1 -> 2	3	4	3	Hammer, Primal.	1
	Counts as Dual Wield, +3 Defence.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12 (14 Staff)	20	0	1	3	11	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Swarm.

Scrappy Warriors	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Spear & Club	2d6	+7	2 -> 3	3	5	4	Blade, Steel.	1
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), **Modifications:** Weak, Dual Wield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12	10 Each	1	3	3	2	2	5	1 Each

Notes: Troop (Individual), Fierce, Kite (May move 2 spaces at the start or end of your Turn).

Cunnin Scouts (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Short Bow	3d6	+6	3 -> 14	65	5	4	Range, Hard Wood.	2
	Modifications: Hefty.							
Hunting Bow	4d6	+3	5 -> 10	80	4	4	Range, Composite.	2

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12	10 Each	0	2	3	2	2	5	1 Each

Notes: Troop (Individual), Spellcaster (Once per Round: **Momentum 1:** Arcane Mix 1**), Well-Supplied.

» Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).

Nasty Little Gob

Skilled

Strength	3	1	Focus	2	4
Reflexes	3	2	Intelligence	1	5
Mobility	3	3	Grit	3	6
			Durability	5	

Defence	10 + Ref	+ 1	=	14
Endurance	10 + (Str x5)	+	=	25
End Dmg Resistance			=	1
Armour	3	+	=	3(5)
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	2
Momentum per Turn		+		0
Combat Order	Int + (Ref/10)	+	=	1.3
Grit Re-Rolls	Grit	+ -2	=	1
Actions per Turn			=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Nasty Jaws	3d6	+2	1	1	3	4	Blade, Magic - Life.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Short, Dual Wield - Parry.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							
Nasty Hatchets	5d6	+0	1	2	3	3	Blade, Composite.	2
	Puncture, **Modifications:** Dual Wield - Parry.							
Crude Spear & Buckler	3d6	+3	2 -> 3	3	3	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), **Modifications:** Shield - Parry.							
Poison Javelin & Buckler	3d6	+2	1 -> 6	12	2	3	Blade, Magic - Life (Sickness)..	2
	Modifications: Shield - Parry.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Chomper	Focus and Intelligence Attributes gain +2 Armour.
Devastate	Strong Hit: **Devastate:** If a damaged character suffers 10+ Endurance damage after this Turn but before your next Turn they're Suppressed.

Sneaky Peons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Big Rock	2d6	+6	1	1	9	4	Hammer, Primal.	2
Modifications: Short, Hefty.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	18	0	1	3	8	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Kite (May move 2 spaces at the start or end of your Turn), Shadow Master (Once per Round: You may perform a free Stealth Skill Roll -2).

Brutal Gits (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Rusty Blade	4d6	+5	1 -> 2	2	3	4	Blade, Steel.	2
Modifications: Personalised, Dual Wield - Parry.								
Bite Down Hard	3d6	+3	1	1	6	4	Hammer, Steel.	2
Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Personalised, Short, Dual Wield - Parry.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	12 Each	1	5	3	2	2	5	1 Each

Notes: Troop (Individual), Frenzied Troops (**Aura 2:** +1 Armour vs characters who start their Turn in the Aura area).

Weapon Team (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Crossbow	1d6	+7	10 -> 30	140	6	5	Range, Composite.	2
Reload 1, Strong Hit (5-6), **Modifications:** Personalised, Weak.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
11	14	0	6	3	2	2	5	2

Notes: Troop, Unified (Your Bodies are not Individual).

Scrap Knight Aspirant

Nemesis

Strength	4	1	Focus	3	4
Reflexes	5	2	Intelligence	2	5
Mobility	5	3	Grit	5	6
			Durability	14	

Defence	10 + Ref	+	3	=	18
Endurance	10 + (Str x5)	+		=	30
End Dmg Resistance				=	3
Armour	3	+		=	3(5)
Recovery	Grit	+		=	5

Max Momentum	Foc	+		=	3
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	2.5
Grit Re-Rolls	Grit	+		=	5
Actions per Turn				=	3

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Sword & Shield	4d6	+3	1 -> 2	2	3	4	Blade, Magic - Metal (Forge).	4
Strong with Endurance (Immune to Puncture), **Modifications:** Personalised, Shield - Slab.								
Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.								
Oversized Flail & Shield	2d6	+7	2	3	7	4	Hammer, Magic - Mind (Trick).	4
Strong with Endurance (Immune to Puncture), **Modifications:** Personalised, Shield - Slab.								
Strong Hit: **Dash:** You move up to 3 spaces (Stacks).								

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Chomper	Focus and Intelligence Attributes gain +2 Armour.
Warlord	Add a Henchmen Group, Troop Group or Skilled to this Combat.
Twin Shot	**Momentum 1:** Cleave +1.
Fortitude	Reduce all Attribute damage against you (after Armour) by 1 (Stacks) to a minimum of 1.

Demons of Dos

Average PC Resources: 4-6

Imp Swarm	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Little Claws	3d6	+2	1	1	3	3	Blade, Composite.	0
	Strong with Quick Strike (+2 movement), Puncture, **Modifications:** Quality.							
Black Fire	3d6	+5	3 -> 4	35	2	4	Range, Magic - Fire (Burn).	2
	Modifications: Personalised.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	22	0	1	2	10	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Swarm.

Fiendish Ragers	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Twin Cruel Axes	3d6	+5	2	2	5	4	Blade, Steel.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Quality, Dual Wield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	12 Each	1	5	3	2	2	5	1 Each

Notes: Troop (Individual), Frenzied Troops (**Aura 2:** +1 Armour vs characters who start their Turn in the Aura area).

Fiendish Blasters	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Energy Beam	4d6	+0	5 -> 10	80	6	4	Range, Primal.	2
	Modifications: Quality.							
Energy Bomb	4d6	+5	5 -> 15	25	6	3	Special, Wand.	2
	Splash 1, **Modifications:** Personalised, Hefty.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4	3	2	2	5	1 Each

Notes: Troop (Individual), Sacrificial Troops (When one of your Bodies dies: Gain 3 Momentum).

Succubi/Incubi

Skilled

Strength	2	1	Focus	2	4
Reflexes	3	2	Intelligence	3	5
Mobility	3	3	Grit	3	6
			Durability	6	

Defence	10 + Ref	+	-2	=	11
Endurance	10 + (Str x5)	+		=	20
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+		=	3

Max Momentum	Foc	+		=	2
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	3.3
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Claws	4d6	+4	1	1	4	4	Blade, Steel.	3
	Strong with Overwatch/Quick Strike (+1 Momentum), **Modifications:** Personalised, Short, Dual Wield - Blade.							
Kiss of Death	2d6	+6	1	1	8	5	Hammer, Steel.	3
	Strong vs No Shield (+2 Hit and End Dmg), **Modifications:** Personalised, Quality, Short.							
Cursed Smile	3d6	+2	5 -> 10	20	6	3	Special, Magic - Mind (Trick).	3
	Strong Hit (4-6), **Modifications:** Personalised, Hefty.							
	Strong Hit: **Push - Any:** All damaged characters (or a section of nearby terrain) are moved 2 spaces in any direction (does not change facing, Stacks).							

Notes	Description
Demon of Dos	May Teleport.
	Characters who attack you two or more times a Turn suffer -2 Max Endurance damage (Stacks).
	May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.
Charming Fighter	After an enemies Attack damages you they suffer -2 Hit until the end of Comabat (Stacks).
Str Hit - Inhibit	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).

Darkspawn Warriors (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Pike & Great Shield	3d6	+4	2 -> 3	3	4	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge or when Attacking through a non-Stealthed ally' (+2d6 Hit Dice), **Modifications:** Personalised, Quality.							
Arcane Glob & Energy Shield	3d6	+4	5 -> 15	25	4	3	Special, Wand.	2
	Cleave 1, **Modifications:** Personalised, Quality.							
Javelin & Great Shield	2d6	+2	2 -> 6	11	3	3	Blade, Composite.	2
	Strong Hit (5-6), Puncture, **Modifications:** Personalised, Quality, Weak, Long.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
16	24	3	1	3	7	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Formation Forces (**Aura 2:** Gain +1 Armour and +3 Defence if there is an ally within Aura area (Does not Stack)), Sword & Slab (Strong with Endurance (Immune to Puncture), You count as carrying a Shield), Presence.

Hellbeast Chargers	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Hooked Claws	4d6	-1	2	3	9	4	Blade, Primal.	2
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modifications:** Personalised, Quality, Powerful.							
Acid Vomit	2d6	+2	5 -> 10	10	9	5	Hammer, Primal.	1
	2 Uses, Must be Drawn before each use, Splash 1, **Modifications:** Personalised, Quality.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	14 Each	0	6	3	2	4	10	1 Each

Notes: Troop (Individual), Capable Troops, Mounted (You count as Mounted (may Charge/Joust), **Aura 1 (and along your movement path):** Once per Round an enemy suffers 3 General Damage, Rotation Arc: 90° at the end of your Turn), Terrifying (Characters damaged by you suffer -1 Max Endurance damage (Stacks)).

Netherfiend General

Nemesis

Strength	6	1	Focus	4	4
Reflexes	4	2	Intelligence	3	5
Mobility	4	3	Grit	5	6
			Durability	16	

Defence	10 + Ref	+	2	=	16
Endurance	10 + (Str x5)	+		=	40
End Dmg Resistance				=	2
Armour	3	+		=	3
Recovery	Grit	+		=	5

Max Momentum	Foc	+		=	4
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	3.4
Grit Re-Rolls	Grit	+		=	5
Actions per Turn				=	3

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Void Blade	4d6	+4	1 -> 2	2	8	4	Blade, Pol Iron.	3
	Strong when spending 3+ Momentum (+1 Crit Dmg), **Modifications:** Personalised, Quality.							
Unspeakable Curse of Kladirinda	2d6	+8	10 -> 30	140	12	5	Range, Composite.	3
	Reload 1, Strong Hit (5-6), **Modifications:** Personalised, Quality.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Demon of Dos	May Teleport. Characters who attack you two or more times a Turn suffer -2 Max Endurance damage (Stacks). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.
Armageddon	At the end of your Turn 4 all enemies suffer 6 General Damage.
Warlord	Add a Henchmen Group, Troop Group or Skilled to this Combat.
Aggression	**Momentum 1:** Once per Round, **Aura 2:** Up to three enemies must spend 1 Momentum or they suffer 5 General Damage.
Sword & Board	You count as carrying a Shield.

Draconic Kin

Average PC Resources: 7-9

Dracim Slaves (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Dual Swords	5d6	+0	1 -> 2	2	6	4	Blade, Primal.	3
	Modifications: Personalised, Quality, Dual Wield - Blade.							
Billhook	4d6	+0	2	3	8	4	Blade, Primal.	3
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), Modifications: Personalised, Quality, Powerful 1.							
Warbow	2d6	+6	5 -> 15	110	3	4	Range, Magic - Metal (Protect Ally).	3
	Strong Hit (5-6), Modifications: Personalised, Quality.							
	Strong Hit: Empower - Protect Ally: An ally gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	34 Each	0	5 (4 Warbow)	3	2	2	5	1 Each

Notes: Troop (Individual), Endless Troops (At the end of every 3rd Round: gain +1 Body.), Well Built (Mighty).

Sluggish Drake

Skilled

Strength	5	1	Focus	3	4
Reflexes	2	2	Intelligence	2	5
Mobility	2	3	Grit	3	6
			Durability	7	

Defence	10 + Ref	+	=	12
Endurance	10 + (Str x5)	+ 5	=	40
End Dmg Resistance			=	0
Armour	3	+ 1	=	4
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	3
Momentum per Turn		+		1
Combat Order	Int + (Ref/10)	+ -1	=	1.2
Grit Re-Rolls	Grit	+ -2	=	1
Actions per Turn			=	2

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Chunky Jaw & Claws	2d6	+4	2	2	13*	5	Hammer, Primal.	3
	Strong vs Shield (+2 Hit and End Dmg), *Strength and Focus are adding to End Dmg, Modifications: Personalised, Quality.							
Burning Belch	2d6	+5	5 -> 15	110	4	4	Range, Magic - Fire (Burn).	2
	Strong Hit (5-6), Modifications: Personalised, Quality.							
	Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Drake	Momentum 2: Aura 8: A character outside Heavy/Entrenched Cover suffers 4 General Damage.
Armoured Fighter	Weak at 0 Endurance (-1 Armour).
Power - Well	

Savage Wyvern

Skilled

Strength	3	1	Focus	2	4
Reflexes	3	2	Intelligence	3	5
Mobility	4	3	Grit	2	6
			Durability	7	

Defence	10 + Ref	+ 1	=	14
Endurance	10 + (Str x5)	+	=	25
End Dmg Resistance			=	2
Armour	3	+	=	3
Recovery	Grit	+	=	2

Max Momentum	Foc	+	=	2
Momentum per Turn		+		0
Combat Order	Int + (Ref/10)	+	=	3.3
Grit Re-Rolls	Grit	+ -2	=	0
Actions per Turn			=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Venomous Claws & Spit	5d6	+4	2	3	4	3	Blade, Magic - Life (Sickness)	4
	Modifications: Personalised, Quality, Long, Arcane Blast, Shield - Board.							
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							
	Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							
Poison Claws & Fangs	4d6	+3	2 -> 3	3	4	4	Blade, Magic - Life (Poison)	4
	Modifications: Personalised, Quality, Long, Arcane Blast, Shield - Board.							
	Strong Hit: Poison: All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).							

Notes	Description
Wyvern	May Fly. Weak while flying (+1d6 Hit Dice).
	Characters damaged by you suffer -1 Max Endurance damage (Stacks).
Frenzied Fighter	Aura 3: +1 Crit Dmg vs characters in the Aura area at the start of your Turn.
Aggression	Momentum 1: Once per Round, Aura 3: Up to two enemies must spend 1 Momentum or they suffer 5 General Damage.

Dracim Slave Army	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Asorted Weapons	3d6	+1	2 -> 3	3	11	4	Blade, Primal.	5

Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage, **Modifications:** Personalised, Quality, Arcane Blast, Dual Wield - Adept.

Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	28	0	1	3	9	4	7	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Amass (Strong Hit: **Amass:** Gain +1 Body), Endless Forces (At the end of every Round: gain +1 Body).

Draconic Limbs	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Smash!	3d6	+3	2	2	5	4	Hammer, Magic - Air (Thunder).	5

Strong vs 0 Endurance (+2d6 Hit Dice), Strong with Endurance (Immune to Puncture). **Modifications:** Personalised, Quality, Shield - Slab.

Strong Hit: **Push - Back:** All damaged characters (or a section of nearby terrain) are moved back 2 (3 if Tiny, 1 if Big) spaces (does not change facing, Stacks) and base Collision damage is 4 General Damage (normally 3).

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
17	28*	3	8	4	2	4	7	1 Each

Notes: Troop (Individual), Extension (You're a limb of another Primary NPC and *combine your Endurance into a single pool, You always stay close to the Primary NPC (you move when they move or are moved)), Flight (May Fly, Weak while flying (+1d6 Hit Dice)). Armoured Troops (Weak at 0 Endurance (-1 Armour)), Capable Troops.

Great Storm Queen

Nemesis

Strength	7	1	Focus	7	4
Reflexes	5	2	Intelligence	5	5
Mobility	6	3	Grit	4	6
			Durability	24	

Defence	10 + Ref	+	=	15
Endurance	10 + (Str x5)	+	=	45
End Dmg Resistance			=	1
Armour	3	+	=	3
Recovery	Grit	+	=	4

Max Momentum	Foc	+	=	7
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+ -5	=	1.5
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	3

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Tooth, Claws & Lightning Breath	2d6	+9	3	4	18	6	Blade, Magic - Air (Lightning).	6

Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised, Quality, Long, Arcane Blast, Powerful 0, Masterwork.

Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.

Strong Hit: **Lightning:** Cleave +1 (Stacks).

Fear & Wind Gust	2d6	+4*	0 -> 15	35	16	3**	Special, Fearsome, Hammer, M - Air (T).	2

Cleave 2, Ignore Cover, This Weapon does not break Stealthed, *Enemies Defence always equals '10 +Grit' (Grit x2 if Trained in Resolve, Grit x3 if Trained in Resolve with Resolve Toolbox), **Critical Hit random Attribute location: 1d3+3 (normally 1d6), **Modifications:** Personalised x2, Quality x2, Weak.

Strong Hit: **Push - Back:** All damaged characters (or a section of nearby terrain) are moved back 2 (3 if Tiny, 1 if Big) spaces (does not change facing, Stacks) and base Collision damage is 4 General Damage (normally 3).

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Dragon	May Fly. Weak while flying (+1d6 Hit Dice). Perk: You're Big! May use Skills to perform Wylding Arcane Rolls (pg: 42). **Momentum 3:** A character outside Heavy/Entrenched Cover suffers 5 General Damage. You're defeated: 3 PCs gain 1 Glory unit.
Doombringer	All of your Attacks cause 1 free Strong Hit (as if a '6' was rolled).
Telegraph Zone	Marked Space: At the start of the Round (before any Character acts), openly select 2 spaces. At the start of your Turn all enemies within 1 of these Marked Spaces suffer 5 General Damage.
Terrifying	Characters damaged by you suffer -2 Max Endurance damage (Stacks).

Drasong Clan

Average PC Resources: 4-6

Dust Spirits (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Dehydrating Touch	3d6	+5	2 -> 3	3	6	4	Blade, Steel.	2
	Strong vs 'active Range/Special or when Attacking through a non-Stealthed ally' (+2d6 Hit Dice), **Modifications:** Quality Hefty.							
Quick Sand	3d6	+2	5 -> 10	20	5	3	Special, Magic - Life (Vines).	2
	Strong Hit (4-6), **Modifications:** Personalised, Hefty.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13 (15)	22	0	1	3	5	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Obscured (Your Bodies always have Light Limited Vision Cover).

Clan Initiate

Skilled

Strength	2	1	Focus	3	4
Reflexes	3	2	Intelligence	2	5
Mobility	3	3	Grit	3	6
			Durability	6	

Defence	10 + Ref	+	3	=	16
Endurance	10 + (Str x5)	+		=	20
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+		=	3

Max Momentum	Foc	+		=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	2.3
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Twin Songsteel Blades	4d6	+6	2	2	6	4	Blade, Songsteel.	4
	Strong with Overwatch/Quick Strike (+1 Momentum), **Modifications:** Personalised, Dual Wield - Blade.							
Hooked Blade & Steel Net	4d6	+2	1	2	8	4	Blade, Magic - Life (Vines).	4
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modifications:** Personalised, Quality, Short, Powerful 2.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							
Nightmare Spirit Blast	2d6	+5	5 -> 15	110	4	4	Range, Magic - Mind (Terror).	4
	Strong Hit (5-6), **Modifications:** Personalised.							
	Once per Round: A **Critical Hit** causes all damaged characters and Companion/Henchmen groups to be Suppressed.							

Notes	Description
Twi-Far	May function in non-critical desert and hot environments without penalty.
Avoidance	+3 Movement.
Str Hit - Burn	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.

Dune Slaver

Nemesis

Strength	3	1	Focus	4	4
Reflexes	5	2	Intelligence	3	5
Mobility	4	3	Grit	4	6
			Durability	11	

Defence	10 + Ref	+		=	15
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+		=	4

Max Momentum	Foc	+		=	4
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	3.5
Grit Re-Rolls	Grit	+	-2	=	2
Actions per Turn				=	4

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Songsteel Greatsword	3d6	+7	2	3	8	4	Blade, Songsteel.	6
	Cleave 1, **Modifications:** Personalised, Masterwork.							
Dark Spirit Blast	3d6	+5	5 -> 15	30	10	4	Special, Orb, Hammer, M - D (Drain).	6
	Strong vs 0 Endurance (+1 Crit Dmg), **Modifications:** Personalised x2.							
	Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Twi-Far	May function in non-critical desert and hot environments without penalty.
Swift	
Duck & Weave	You may freely move through any Character's space (normally Difficult Terrain and/or require a Physical Skill Roll of 14).
Str Hit - Burn	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.

Elementals

Average PC Resources: 4-6

Water Elementals	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Lash	3d6	+1	1 -> 5	10	3	3	Blade, Composite.	2
	Strong Hit (5-6), Puncture, **Modifications:** Quality, Dual Wield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	7 Each	1	3	3	3	2	5	1 Each

Notes: Troop (Individual), Mighty Three.

Hulking Stone Elemental

Nemesis

Strength	7	1	Focus	4	4
Reflexes	3	2	Intelligence	4	5
Mobility	4	3	Grit	4	6
			Durability	14	

Defence	10 + Ref	+ 2	=	15
Endurance	10 + (Str x5)	+ 15	=	45
End Dmg Resistance			=	0
Armour	3	+ 1	=	4
Recovery	Grit	+	=	4

Max Momentum	Foc	+	=	4
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+	=	4.3
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	3

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Great Fists & Boulder Throw	2d6	+5	3	3	17	5	Hammer, Primal.	5
	Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised, Quality, Well Maintained, Long, Arcane Blast.							
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							
Earthquake	3d6	+5	4 -> 14	19	11	4	Special, M - L (V), Hammer, M - M (T).	5
	Once per Round: A **Critical Hit** causes all damaged characters and Companion/Henchmen groups to be Suppressed, **Modifications:** Personalised x2, Quality x2, Short, Hefty.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Elemental	Weak vs Fire (+2 End Dmg). Your body is Zhou goo, May function in all non-heat-based hostile environments without penalty, Immune to all sicknesses, illness (including Strong Hit effects) and may eat any organics, May use Skills to perform Ancestral Memory or Wylding Arcane Rolls.
Armoured Lord	Weak at 0 Endurance (-1 Armour).
Big Strike	Cleave +2, all Weapons. All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).
Str Hit - Sunder	Strong Hit: **Sunder:** Destroy a section of terrain within 1 space of your target or target's shield (Skill Roll of 12 to repair or replace outside of Combat).

Mimic (Wood Elemental)

Nemesis

Strength	4	1	Focus	6	4
Reflexes	3	2	Intelligence	3	5
Mobility	3	3	Grit	4	6
			Durability	11	

Defence	10 + Ref	+ 2	=	15
Endurance	10 + (Str x5)	+	=	30
End Dmg Resistance			=	0
Armour	3	+	=	3
Recovery	Grit	+	=	4

Max Momentum	Foc	+	=	6
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+ 1	=	4.3
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	3

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Big Chompy Mouth	3d6	+6	1	1	11	6	Blade, Divine Steel.	5
	Weak vs Shield (-2 Hit and End Dmg), **Modifications:** Personalised, Quality, Well Maintained, Short.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Elemental	Weak vs Fire (+2 End Dmg). Your body is Zhou goo, May function in all non-heat-based hostile environments without penalty, Immune to all sicknesses, illness (including Strong Hit effects) and may eat any organics, May use Skills to perform Ancestral Memory or Wylding Arcane Rolls.
Eviscerate	
Quick Draw	Strong when you're gaining a Surprise Round (+1d6 Hit Dice).
(Special Ability)	Enemies require a suitable Skill Roll (ie: Awareness, Construction or Forestry) of 16 to see through your disguise (ie: as a treasure chest) and avoid Surprise Round.

Enforcers

Average PC Resources: 4-6

Guards (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Pike	3d6	+6	2 -> 3	3	5	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), **Modifications:** Personalised, Hefty.							
Heavy Mace	2d6	+10	2	2	9	4	Hammer, Steel..	2
	Modifications: Personalised, Hefty.							
Warbow	2d6	+5	5 -> 25	140	2	4	Range, Hard Wood.	2
	Strong Hit (5-6), **Modifications:** Personalised.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4	3	2	2	5	1 Each

Notes: Troop (Individual), Formation Troops (**Aura 1:** Allies gain +1d6 Hit Dice and +3 Defence (Does not Stack)).

Legion Knight

Skilled

Strength	4	1	Focus	3	4
Reflexes	2	2	Intelligence	2	5
Mobility	2	3	Grit	3	6
			Durability	6	

Defence	10 + Ref	+ 2	=	14
Endurance	10 + (Str x5)	+ 5	=	35
End Dmg Resistance			=	2
Armour	3	+ 2	=	5
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	3
Momentum per Turn		+		0
Combat Order	Int + (Ref/10)	+	=	2.2
Grit Re-Rolls	Grit	+ -2	=	1
Actions per Turn			=	2

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Broadsword & Shield	4d6	+4	1 -> 2	2	5	4	Blade, Steel.	3
	Modifications: Personalised, Quality, Shield - Board.							
Lance & Shield	3d6	+4	2 -> 3	3	4	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), **Modifications:** Personalised, (Shield - Board).							

Notes	Description
Legion	Weak at 0 Endurance (-1 Armour).
Armoured Fighter	Weak at 0 Endurance (-1 Armour).
Barded Great Stag	A Companion that a character can ride (requires 1 hand to control, this hand can also carry a Shield or Utility). **Defence: 14 (-2), Armour: 3, Durability: 4, Bodies: 1, Mobility: 9 (+3, Rotation Arc: 90° at the end of your Turn)**, Individual, Big, May carry 2 Equipment Slots, Beast Attack (**Momentum 2: Aura 1 (and along your movement path):** Once per Round an enemy suffers 4 General Damage).

Assassin

Nemesis

Strength	3	1	Focus	3	4
Reflexes	5	2	Intelligence	3	5
Mobility	4	3	Grit	3	6
			Durability	11	

Defence	10 + Ref	+ 2	=	17
Endurance	10 + (Str x5)	+	=	25
End Dmg Resistance			=	1
Armour	3	+	=	3
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	3
Momentum per Turn		+		2
Combat Order	Int +(Ref/10)	+	=	3.5
Grit Re-Rolls	Grit	+	=	3
Actions per Turn			=	4

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Three Nasty Blades	5d6	+0	1 -> 2	2	6	4	Blade, Composite.	5
	Puncture, After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage, **Modifications:** Personalised, Quality, Dual Wield - Blade, Dual Wield - Adept.							
Throwing Knives	4d6	+1	1 -> 6	12	8	3	Blade, Composite, M - Death (Poison).	5
	Strong Hit (5-6), Puncture, **Modifications:** Personalised, Quality, Dual Wield - Blade, Dual Wield - Mixed.							
	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Tolatl	Perk: You're Tiny.
Kite	May move 2 spaces at the start or end of your Turn.

Fey

Average PC Resources: 7-9

Capricious Pixie Swarm	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Fey Tricks	3d6	+1	0 -> 20	20	4	3	Special, Magic - Mind (Trick).	3

Strong Hit (4-6), **Modifications:** Personalised, Quality.

Strong Hit: **Push - Any:** All damaged characters (or a section of nearby terrain) are moved 2 (3 if Tiny, 1 if Big) spaces in any direction (does not change facing, Stacks).

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24	0	1	2	11	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Fire at Will, Swarm.

Elven Hunters (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Sword & Shield	3d6	+2	2	2	3	4	Blade, Composite.	3

Strong with Overwatch/Quick Strike (+1 Momentum), Puncture, **Modifications:** Personalised, Quality, Shield - Board.

Glaive	3d6	+2	2	3	4	4	Blade, Composite.	3

Cleave 1, Puncture, **Modifications:** Personalised, Quality.

Hunting Bow	2d6	+3	5 -> 15	110	4	4	Range, Magic - Life (Poison).	3

Strong Hit (5-6), **Modifications:** Personalised, Quality.

Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13 (15 Sword)	14 Each	0 (2 Sword)	6 (5 Bow)	3	2	2	5	1 Each

Notes: Troop (Individual), Aid Troops (**Aura 3:** Non-Henchmen and Companion allies gain +1d6 Hit (Does not Stack)), Power - Feed (**Aura 2:** Gain 1 Momentum at the end of your Turn per enemy in Aura area (Stacks up to +3)), Presence.

Sly Goblin

Nemesis

Strength	4	1	Focus	4	4
Reflexes	5	2	Intelligence	6	5
Mobility	6	3	Grit	4	6
			Durability	19	

Defence	10 + Ref	+ 4	=	19(31)
Endurance	10 + (Str x5)	+	=	30
End Dmg Resistance			=	0 (5)
Armour	3	+	=	3
Recovery	Grit	+ 2	=	6

Max Momentum	Foc	+ 2	=	6
Momentum per Turn		+	=	2
Combat Order	Int + (Ref/10)	+ 2	=	8.5
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	3

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Mocking Laugh & Dance	4d6	+4*	0 -> 15	25	12	2**	Special, Fearsome.	2

Cleave 3, Ignore Cover, This Weapon does not break Stealthed, *Enemies Defence always equals '10 +Grit' (Grit x2 if Trained in Resolve, Grit x3 if Trained in Resolve with Resolve Toolbox), **Critical Hit random Attribute location: 1d3+3 (normally 1d6). **Modifications:** Personalised, Quality, Hefty, Well Maintained.

Supreme Enchanting Power	3d6	+4	5 -> 15	30	10	4	Special, M - W (1), Hammer, M - D (S).	4

Strong Hit (5-6), May only make 1 Attack per Round, **Modifications:** Personalised x2, Quality x2.

Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Fey	Once per Combat: May Teleport. May use Skills to perform Enchanter Arcane Rolls (pg: 36).
Alter Terrain	Once per Round you may alter the terrain (ie: add/remove enchanted Cover, create dangerous terrain, etc...).
Conniving	Performing a non-Attack Action grants you +1 Momentum. You always have Heavy Cover (of any type, does not allow Stealth). Weak vs Take Aim/Stealthed (+1d6 Hit Dice).
Flight	May Fly. Weak while flying (+1d6 Hit Dice).
Hardy - Substance	Strong vs attacks that are not from a specific rare substance (ie: divine iron or enchanted salt) (Resistance 5 (Stacks)). A temporary form of these rare substances may be applied to 4 Weapons for 10t.

Fungizombies

Average PC Resources: 1-3

Shambling Swarm (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Grappling Hands & Clubs	4d6	+4	1	1	3	3	Hammer, Magic - Life (Vines).	1
	Strong with Quick Strike (+2 movement). **Modifications:** Dual Wield - Hammer.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							
Thrashing Strike	1d6	+11	2	2	8	4	Hammer, Steel.	1
	Modifications: Weak, Hefty.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
12	20	0	1	3	7	2	3	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Unstoppable (Ignore 1st death that one of your Bodies would suffer per Round).

Spore Burster

Skilled

Strength	3	1	Focus	2	4
Reflexes	2	2	Intelligence	3	5
Mobility	2	3	Grit	3	6
			Durability	5	

Defence	10 + Ref	+ 1	=	13
Endurance	10 + (Str x5)	+	=	25
End Dmg Resistance			=	3
Armour	3	+	=	3
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	2
Momentum per Turn		+		0
Combat Order	Int + (Ref/10)	+	=	3.2
Grit Re-Rolls	Grit	+ -2	=	1
Actions per Turn			=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Overpowering Stench	5d6	+3	1	2	3	3	Blade, Magic - Life (Sickness).	2
	Modifications: Dual Wield - Parry.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							
Spore Vomit	2d6	+5	1 -> 6	12	3	3	Blade, Magic - Death (Withering).	2
	Modifications: Weak, Dual Wield - Parry							
	Strong Hit: **Withering** (Once per Round) You and a damaged character suffer 1 damage to an Attribute of your choice (no Armour).							

Notes	Description
Fungizombie	Strong when suffering Attribute damage from an enemy (gain 1 Momentum).
	After killing a suitable target: A nearby Henchmen or Troop group gains +1 Body.
	May only move once per Round.
Formidable	Explosive Fighter: **Aura 3:** When you die all enemies suffer 5 General Damage.
	You're defeated: 1 PC gains 1 Glory unit.

Sporebearer

Skilled

Strength	2	1	Focus	2	4
Reflexes	2	2	Intelligence	2	5
Mobility	2	3	Grit	2	6
			Durability	2	

Defence	10 + Ref	+	=	12
Endurance	10 + (Str x5)	+	=	20
End Dmg Resistance			=	2
Armour	3	+	=	3
Recovery	Grit	+	=	2

Max Momentum	Foc	+	=	2
Momentum per Turn		+		0
Combat Order	Int + (Ref/10)	+	=	2.2
Grit Re-Rolls	Grit	+ -2	=	0
Actions per Turn			=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Moldy Hands	5d6	+4	1	2	5	3	Blade, Composite.	2
	Puncture, **Modifications:** Hefty.							
Propagule Staff	4d6	+2	2	3	4	4	Blade, Steel.	2
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice).							
Acidic Cloud	4d6	+2	5 -> 10	80	4	4	Range, Magic - Life (Sickness).	2
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Fungizombie	Strong when suffering Attribute damage from an enemy (gain 1 Momentum).
	After killing a suitable target: A nearby Henchmen or Troop group gains +1 Body.
	May only move once per Round.
Formidable	Split: When you die: a Henchmen or Troop Group enters the Combat, they may not act this Round.
	You're defeated: 1 PC gains 1 Glory unit.

Lurching Hoard (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Rusted Farm Tools	4d6	+4	1 -> 2	2	3	4	Blade, Steel.	2
	Modifications: Personalised, Dual Wield - Parry.							
Lunging Hands	4d6	+1	2	3	4	4	Blade, Magic - Life (Vines).	2
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modifications:** Personalised, Dual Wield - Parry.							
	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	22	1	1	3	9	2	3	1*

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Split Forces (*May perform an additional non-Attacking Action per Turn).

Fungimancer
Skilled

Strength	2	1	Focus	3	4
Reflexes	2	2	Intelligence	3	5
Mobility	3	3	Grit	3	6
			Durability	6	

Defence	10 + Ref	+	4	=	16	
Endurance	10 + (Str x5)	+		=	20	
End Dmg Resistance				=	3	
Armour	3	+		=	3	
Recovery	Grit	+		=	3	

Max Momentum	Foc	+		=	3	
Momentum per Turn				+	0	
Combat Order	Int + (Ref/10)	+		=	3.2	
Grit Re-Rolls	Grit	+	-2	=	1	
Actions per Turn				=	2	

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Cursed Staff	4d6	+0	1 -> 2	3	4	3	Hammer, Pick.	1
	Counts as Dual Wield, Puncture, **Modifications:** Personalised.							
Mycelium Rot Blast	4d6	+2	5 -> 15	25	4	3	Special, Magic - Life (Sickness).	2
	Splash 1, **Modifications:** Personalised.							
	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Fungizombie	Strong when suffering Attribute damage from an enemy (gain 1 Momentum). After killing a suitable target: A nearby Henchmen or Troop group gains +1 Body. May only move once per Round.
Booster	All of your allies gain: +2 Hit and End Dmg (Stacks) OR +2 Defence and Movement (Does not Stack).
Protect Me	**Momentum 2 (Instant):** When you're Attacked: an ally moves 2 spaces (may grant Cover) and damage from the Attack may be shifted from you to them.

Fungal Titan
Nemesis

Strength	5	1	Focus	5	4
Reflexes	3	2	Intelligence	4	5
Mobility	6	3	Grit	4	6
			Durability	17	

Defence	10 + Ref	+		=	13	
Endurance	10 + (Str x5)	+		=	35	
End Dmg Resistance				=	4	
Armour	3	+		=	3	
Recovery	Grit	+		=	4	

Max Momentum	Foc	+		=	5	
Momentum per Turn				+	2	
Combat Order	Int + (Ref/10)	+		=	4.3	
Grit Re-Rolls	Grit	+		=	4	
Actions per Turn				=	3	

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Titanic Limbs & Throw Rubble	2d6	+8	2	2	15	5	Hammer, Weighty.	5
	Strong vs Shield (+2 Hit and End Dmg), All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks), **Modifications:** Personalised, Quality, Well Maintained, Arcane Blast.							
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Fungizombie	Strong when suffering Attribute damage from an enemy (gain 1 Momentum). After killing a suitable target: A nearby Henchmen or Troop group gains +1 Body. May only move once per Round.
Alter Terrain	Once per Round you may alter the terrain (ie: add/remove Cover, create dangerous terrain, etc...).
Immune - Magic	Strong vs health (ie: life and death) magic types (immune*). *Entrenched Magic Cover if partial (ie: life mixed with ice). Weak vs light and heat magic types (+4 End Dmg).

Giants

Average PC Resources: 4-6

Massive Limbs	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Crush	3d6	+1	2	2	6	4	Hammer, Primal.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Personalised.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
15	22	2	4	3	2	2	5	1 Each

Notes: Troop (Individual), Extension (You're part of another Primary NPC (ie: a limb) and combine your Endurance into a single pool, You always stay close to the Primary NPC (you move when they move or are moved)), Sword & Board (You count as carrying a Shield).

Horned Gorger

Nemesis

Strength	8	1	Focus	4	4
Reflexes	4	2	Intelligence	3	5
Mobility	6	3	Grit	3	6
			Durability	14	

Defence	10 + Ref	+ -2	=	12
Endurance	10 + (Str x7)	+	=	66
End Dmg Resistance			=	0
Armour	3	+	=	3
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	4
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+	=	3.4
Grit Re-Rolls	Grit	+	=	3
Actions per Turn			=	3

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Tree Trunk Club	3d6	+7	3	3	13	4	Hammer, Creet Stone.	5
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Personalised, Hefty, Long, Powerful 2.							
Ship Anchor	2d6	+4	3	3	10	5	Hammer, Magic - Mind (Terror).	5
	Strong vs Shield (+2 Hit and End Dmg), Once per Round: A **Critical Hit** causes all damaged characters and Companion/Henchmen groups to be Suppressed, **Modifications:** Quality, Long, Powerful 0.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Giant	Perk: You're Big! All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).
Monstrous	
Hardy - Helmet	Focus, Intelligence and Grit gain +1 Armour.
Glorious Charge	Strong when you end movement 6+ spaces from your Turns starting location (+2d6 Hit Dice).

Fat Behemoth

Nemesis

Strength	6	1	Focus	4	4
Reflexes	3	2	Intelligence	3	5
Mobility	4	3	Grit	4	6
			Durability	14	

Defence	10 + Ref	+	=	13
Endurance	10 + (Str x7)	+ 4	=	56
End Dmg Resistance			=	0
Armour	3	+	=	3
Recovery	Grit	+	=	4

Max Momentum	Foc	+	=	4
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+	=	3.3
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Stomp & Throw Boulder	1d6	+11	2	2	17	6	Hammer, Dragon Skull.	5
	Attacking deals 4 General Damage to you, **Modifications:** Personalised, Well Maintained, Arcane Blast, Hefty. **Momentum 2:** +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							
Ballista	2d6	+7	10 -> 30	140	16	6	Range, Magic - Death (Soul).	5
	Reload 1, Strong Hit (4-6), May only make 1 Attack per Round, **Modifications:** Quality, Well Maintained.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Giant	Perk: You're Big! All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).
Slow & Deadly	Gain a Recovery at the end of each Turn. -2 to all Movement.
Str Hit - Lightning	Strong Hit: **Lightning:** Cleave +1 (Stacks).
Bulwark	You're immune to forced movement, Suppress and **Inhibit** from characters with less Strength than you.

Young Giants	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Huge Club	3d6	+4	2	2	5	4	Hammer, Steel.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), **Modifications:** Personalised.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	22 Each	0	6	3	2	2	4	1 Each

Notes: Troop (Individual), Resilient Troops, Tough as Nails (Reduce all Durability damage against each of your Bodies by 1 to a minimum of 1).

Tough Titan

Skilled

Strength	6	1	Focus	3	4
Reflexes	4	2	Intelligence	3	5
Mobility	4	3	Grit	3	6
			Durability	7	

Defence	10 + Ref	-2	=	12
Endurance	10 + (Str x7)	50	=	102
End Dmg Resistance			=	0
Armour	3		=	3
Recovery	Grit		=	3

Max Momentum	Foc		=	3
Momentum per Turn			=	0
Combat Order	Int + (Ref/10)		=	3.4
Grit Re-Rolls	Grit	-2	=	1
Actions per Turn			=	2

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Giant Chain	4d6	+2	2	3	6	4	Hammer, Magic - Death (Drain).	4
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), Strong vs 0 Endurance (+1 Crit Dmg), **Modifications:** Personalised.							
	Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).							

Notes	Description
Giant	Perk: You're Big! All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).
Mini Boss	You're equal in power to 2 PCs (normally 1).
Resilient	
Toughen Up	Strong with 4+ Armour (Immune to Puncture). Strong after you're hit with an Attack (Gain +1 Armour until your next Turn, Stacks).
Hardy - Helmet	Focus, Intelligence and Grit gain +1 Armour (Does not Stack with other Hardy Traits).

Towering Jötnar

Nemesis

Strength	7	1	Focus	4	4
Reflexes	3	2	Intelligence	5	5
Mobility	4	3	Grit	3	6
			Durability	16	

Defence	10 + Ref		=	13
Endurance	10 + (Str x7)		=	59
End Dmg Resistance			=	2
Armour	3		=	3
Recovery	Grit	3	=	6

Max Momentum	Foc		=	4
Momentum per Turn			=	2
Combat Order	Int + (Ref/10)		=	5.3
Grit Re-Rolls	Grit		=	3
Actions per Turn			=	3

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Massive Spear	3d6	+5	3 -> 4	4	7	4	Blade, Steel.	3
	Strong vs 'Mounted/Big/Charge or when Attacking through a non-Stealthed ally' (+2d6 Hit Dice), **Modifications:** P, Q, Well Maintained, Long.							
Snow Storm & Guiding Dream	3d6	+3	5 -> 15	25	5	3	Special, Magic - Cosmic (Guide).	3
	Strong Hit (4-6), **Modifications:** Personalised, Quality, Well Maintained.							
	Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Giant	Perk: You're Big! All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).
Doomsday	+1d6 Hit Dice and +4 End Dmg with your first Attack per Round.
Immortal	Reduce all Attribute damage (after armour) against you by 2 to a minimum of 1 (Stacks).
Immune - Magic	Strong vs cold and dream magic (immune*). *Entrenched Magic Cover if partial (ie: fire mixed with lightning). Weak vs heat magic (+4 End Dmg).
(Special Ability)	Strong vs Weapons with less than 3 Ideal Range 3+ (3 Resistance).

Neph Spawn

Average PC Resources: 4-6

Explosive Critters (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Scything Limbs	4d6	+3	1 -> 2	2	2	4	Blade, Magic - Mind (Trick).	2
	Modifications: Personalised.							
	Strong Hit: Dash: You move up to 3 spaces (Stacks).							
Crushing Mandibles	2d6	+8	2	2	7	4	Hammer, Steel.	2
	Modifications: Personalised.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	22	0	1	3	8	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Explosive Forces (Aura 3: When one of your Bodies dies all enemies suffer 3 General Damage).

Flying Beasts (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Hooked Talons	4d6	+2	2	3	3	4	Blade, Magic - Life (Vines).	2
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), Modifications: Personalised.							
	Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							
Razor Beak	3d6	+3	2 -> 3	3	2	4	Blade, Magic - Cosmic (Guide).	2
	Strong vs 'Mounted/Big/Charge or when Attacking through a non-Stealthed ally (+2d6 Hit Dice), Modifications: Personalised.							
	Strong Hit: Empower - Guide: Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.							
Venomous Spit	4d6	+3	5 -> 10	80	3	4	Range, Magic - Life (Sickness).	2
	Modifications: Personalised.							
	Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4 (5 Talons)	3	2	2	5	1 Each

Notes: Troop (Individual), Flight (May Fly, Weak while flying (+1d6 Hit Dice)), Acrobatics (You never fall prone and are immune to most Collision damage, Momentum 2: You gain Heavy Mental Cover and immunity to Puncture until your next Turn).

Great Slime

Skilled

Strength	3	1	Focus	3	4
Reflexes	2	2	Intelligence	2	5
Mobility	3	3	Grit	3	6
			Durability	6	

Defence	10 + Ref	+		=	12
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	2
Armour	3	+		=	3
Recovery	Grit	+		=	3

Max Momentum	Foc	+		=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	2.2
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Poison Spray	3d6	+4	2	2	7	4	Blade, Magic - Life (Poison).	3
	Strong vs 0 Endurance (+2d6 Hit Dice), Modifications: Personalised.							
	Strong Hit: Poison: All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).							
Body Slam	2d6	+4	2	2	11	5	Hammer, Weighty.	3
	Strong vs Shield (+2 Hit and End Dmg), All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks), Modifications: Personalised.							
Caustic Blob	3d6	+1	5 -> 10	20	7	3	Special, Magic - Water (Acid).	3
	Strong Hit (4-6), Modifications: Personalised, Well Maintained.							
	Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.							

Notes	Description
Slime	Reduce all Attribute damage (after armour) against you by 1 to a minimum of 1 (Stacks).
	Weak vs Cleave (+2 End Dmg).
Reprisal	Aura 4: After you suffer damage from an Attack they suffer 4 General Damage.
Sword & Parry	

Insect Swarm (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Million Tiny Claws	3d6	+3	1 -> 5	10	4	3	Blade, Composite.	3
	Strong Hit (5-6), Puncture, **Modifications:** Personalised Hefty.							
Countless Barbs	3d6	+5	2 -> 3	3	5	4	Blade, Magic - Life (Poison).	3
	Strong vs 'Mounted/Tiny or when Attacking through a non-Stealthed ally' (+2d6 Hit Dice), **Modifications:** Personalised Hefty.							
	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24	0	1	4	7	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Amass (Strong Hit: **Amass:** Gain +1 Body), Special Ability (Weak vs Cleave (-1 Armour)).

Giant Vermin (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Massive Claws	4d6	+5	2	3	8	4	Blade, Songsteel.	3
	Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice), **Modifications:** Quality Hefty.							
Giant Bite	2d6	+6	2	2	8	5	Blade, Steel.	3
	Modifications: Quality.							
Stinger	5d6	+4	1	2	7	3	Blade, Magic - Life (Poison).	3
	Modifications: Quality Hefty.							
	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).							
Putrid Spit	3d6	+3	5 -> 15	80	3	4	Range, Divine Repeater.	3
	Strong Hit (5-6), **Modifications:** Quality.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24 Each	0	6 (5 Spit)	3	2	2	5	1 Each

Notes: Troop (Individual), Resilient Troops, Infect (Strong Hit: **Infect:** A damaged character suffers -2 Max Endurance damage (Stacks), and is infected with an ailment if they fail a suitable Skill Roll of 12 within the next 5 minutes (+1 difficulty for each additional Stack)), Kite (May move 2 spaces at the start or end of your Turn).

Mutating Monstrosity

Nemesis

Strength	4	1	Focus	4	4
Reflexes	5	2	Intelligence	4	5
Mobility	5	3	Grit	4	6
			Durability	16	

Defence	10 + Ref	+ 3	=	18
Endurance	10 + (Str x5)	+	=	30
End Dmg Resistance			=	3
Armour	3	+	=	3
Recovery	Grit	+	=	4

Max Momentum	Foc	+	=	4
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+	=	4.5
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	2

Weapons	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Slashing Claws	3d6	+4	2	2	6	4	Blade, Magic - Death (Blood).	6
	Strong vs 0 Endurance (+2d6 Hit Dice), Once per Round: A **Critical Hit** causes all damaged characters gain Bleed (Does not Stack), Strong with Endurance (Immune to Puncture), **Modifications:** Personalised, Shield - Slab.							
Draining Pressence (Phase)	3d6	+1	5 -> 10	20	6	3	Special, Magic - Death (Drain).	(4)
	Strong Hit (4-6), Strong vs 0 Endurance (+1 Crit Dmg), **Modifications:** Personalised.							
	Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Horror	When an enemy Attacks you they suffer 3 Endurance damage (2 if they're Trained in Resolve or 1 if they also have a Resolve Toolbox).
Phase	After you suffer 4 Attribute damage: Gain a new Weapon (Draining Pressence).
Reveal Weakness	Strong Hit: **Reveal Weakness:** Select an Attribute: all other Attributes gain +2 Armour (Does not Stack) until this Attribute is hit (ie: via Critical Hit, even if it suffers no damage).
Rampage	After the 1st and 4th time you cause Attribute damage (after Armour): you gain +1d6 Hit Dice until the end of Combat (Stacks up to +2d6).
Brilliant Plan	At the end of every 3rd Round you gain Strong Hit +1 until the end of Combat (Stacks).

Southern Legion Tribes

Average PC Resources: 4-6

Tribal Raiders	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Flail & Shield	2d6	+7	2	2	5	4	Blade, Steel.	2
	Modifications: Personalised, Shield - Parry.							
Axe & Shield	3d6	+6	2	2	4	4	Blade, Steel.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), Modifications: Personalised, Shield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	12 Each	1	5	4	2	2	5	1 Each

Notes: Troop (Individual), Armoured Troops (Weak at 0 Endurance (-1 Armour)).

Berserker

Skilled

Strength	4	1	Focus	3	4
Reflexes	3	2	Intelligence	3	5
Mobility	3	3	Grit	4	6
			Durability	10	

Defence	10 + Ref	+	2	=	15
Endurance	10 + (Str x5)	+		=	30
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+		=	4

Max Momentum	Foc	+		=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	3.3
Grit Re-Rolls	Grit	+	-2	=	2
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Twin Axes	4d6	+3	2	2	6	4	Blade, Magic - Water (Ice).	3
	Strong vs 0 Endurance (+2d6 Hit Dice), Modifications: Quality, Dual Wield - Blade.							
	Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							
Great Axe	2d6	+6	2	2	9	5	Blade, Steel.	3
	Strong vs Shield (+2 Hit and End Dmg), Modifications: Quality.							
Throwing Axes	4d6	+0	1 -> 5	10	5	3	Blade, Composite.	3
	Strong Hit (5-6), Puncture, Modifications: Quality, Dual Wield - Blade.							

Notes	Description
Legion	Weak at 0 Endurance (-1 Armour).
	May function without air for 5 minutes a day and in arctic (cold temperature, walking on ice or through thick snow, etc...) environments without penalty.
Frenzied Fighter	Aura 2: +1 Crit Dmg vs characters in the Aura area at the start of your Turn.
Outfit - Light	

Frost Thane

Nemesis

Strength	5	1	Focus	4	4
Reflexes	4	2	Intelligence	3	5
Mobility	4	3	Grit	4	6
			Durability	14	

Defence	10 + Ref	+	3	=	17
Endurance	10 + (Str x5)	+		=	35
End Dmg Resistance				=	3
Armour	3	+	1	=	4
Recovery	Grit	+		=	4

Max Momentum	Foc	+		=	4
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	3.4
Grit Re-Rolls	Grit	+		=	4
Actions per Turn				=	3

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Spear & Shield	4d6	+2	2 -> 3	3	4	4	Blade, Divine Steel.	5
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), Strong with Endurance (Immune to Puncture), Modifications: Personalised, Shield - Slab.							
Ice Warhammer & Shield	3d6	+5	2	2	6	4	Hammer, Magic - Water (Ice).	5
	Strong vs 0 Endurance (+2d6 Hit Dice), Strong with Endurance (Immune to Puncture), Modifications: Personalised, Well Maintained, Shield - Slab.							
	Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Legion	Weak at 0 Endurance (-1 Armour).
	May function without air for 5 minutes a day and in arctic (cold temperature, walking on ice or through thick snow, etc...) environments without penalty.
Shocking	Your Critical Hits also applies Bleed, Poison or Suppress to all damaged characters.
Hardy - Martial	Strong when your outside 3+ enemy Ideal Ranges (+1 Armour).
Mighty Roar	Aura 4: When you spend Momentum an ally Heals 2 Endurance and an enemy suffers 2 Endurance damage (Stacks).

Tribal Drengrs	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Great Axe	2d6	+7	2	2	8	5	Blade, Steel.	3
	Strong vs Shield (+2 Hit and End Dmg). **Modifications:** Personalised, Quality.							
Storm Warbow	2d6	+5	5 -> 20	120	3	4	Range, Magic - Air (Lightning).	3
	Strong Hit (5-6), **Modifications:** Personalised, Quality.							
	Strong Hit: **Lightning:** Cleave +1 (Stacks).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24 Each	0	5	4	2	2	5	1 Each

Notes: Troop (Individual), Armoured Troops (Weak at 0 Endurance (-1 Armour)), Resilient Troops.

Bloodreaver Priestess of Ath

Skilled

Strength	3	1	Focus	3	4
Reflexes	2	2	Intelligence	3	5
Mobility	3	3	Grit	3	6
			Durability	7	

Defence	10 + Ref	+		=	12
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	0
Armour	3	+	1	=	4
Recovery	Grit	+		=	3

Max Momentum	Foc	+		=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	3.2
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Twist Blood	3d6	+5	5 -> 10	20	10	3	Special, Magic - Death (Withering).	4
	Strong Hit (4-6), Strong vs 0 Endurance (+1 Crit Dmg). **Modifications:** Personalised, Quality, Powerful 0, Hefty.							
	Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).							
Dagger & Warmth of Ath	3d6	+4	0 -> 10	20	7	3	Special, Magic - Metal (Protect Any).	4
	Strong Hit (4-6), **Modifications:** Personalised, Quality, Dual Wield - Weapon.							
	Strong Hit: **Empower - Protect Any: Aura 6:** A character gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.							

Notes	Description
Legion	Weak at 0 Endurance (-1 Armour).
	May function without air for 5 minutes a day and in arctic (cold temperature, walking on ice or through thick snow, etc...) environments without penalty.
Cripple	All of your enemies suffer -2 End Dmg (min 1, Stacks up to -4).
Fierce	
Protect Me	**Momentum 2 (Instant):** When you're Attacked: an ally moves 2 spaces (may grant Cover) and damage from the Attack may be shifted from you to them.

Scarred Jarl

Nemesis

Strength	6	1	Focus	5	4
Reflexes	4	2	Intelligence	4	5
Mobility	4	3	Grit	7	6
			Durability	20	

Defence	10 + Ref	+	4	=	18
Endurance	10 + (Str x5)	+		=	40
End Dmg Resistance				=	3
Armour	3	+	1	=	4
Recovery	Grit	+		=	7

Max Momentum	Foc	+		=	5
Momentum per Turn				+	2
Combat Order	Int + (Ref/10)	+		=	4.4
Grit Re-Rolls	Grit	+		=	7
Actions per Turn				=	3

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Axe & Boomerang Shield	3d6	+4	2	2	14	4	Blade, Primal.	6
	Strong vs 0 Endurance (+2d6 Hit Dice), Strong with Endurance (Immune to Puncture). **Modifications:** Personalised, Quality, Arcane Blast, Shield - Divine (Forcefield).							
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.							

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Legion	Weak at 0 Endurance (-1 Armour).
	May function without air for 5 minutes a day and in arctic (cold temperature, walking on ice or through thick snow, etc...) environments without penalty.
Monstrous	
Warlord	Add a Henchmen Group, Troop Group or Skilled to this Combat.
Str Hit - Rage	Strong Hit: **Rage:** You and a damaged character suffer 5 Endurance damage.
Brilliant Plan	At the end of every 3rd Round you gain Strong Hit +1 until the end of Combat (Stacks).

Trolls

Average PC Resources: 4-6

Rawblood Zealots (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Spear & Shield	3d6	+3	2 -> 3	3	3	4	Blade, Steel.	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), **Modifications:** S - P.							
Javelin & Shield	2d6	+1	1 -> 6	12	2	3	Blade, Composite.	2
	Strong Hit (5-6), Puncture, **Modifications:** Weak, Shield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	22	1	1	3	6	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Explosive Forces (**Aura 3:** When one of your Bodies dies all enemies suffer 3 General Damage).

Body Snatchers (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Hooked Blades	4d6	+2	1 -> 2	2	5	4	Blade, Primal.	2
	Modifications: Quality, Hefty.							
Call Spirits for Aid	2d6	+3	5 -> 10	20	3	3	Special, Magic - Life (Heal).	2
	Strong Hit (4-6), **Modifications:** Quality, Weak, Hefty.							
	Strong Hit: **Heal: Aura 6:** A character heals 2 Endurance and then removes a negative effect that would normally require a Skill Roll to remove.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	12 Each	0	4 (5 Blades)	3	2	2	5	1 Each

Notes: Troop (Individual), Objective - Win (If your enemies do not prevent you from leaving the area with an important Troll Corpse: their next fight against Trolls will be far more difficult, Swift Shadow (Stealthed does not reduce your Movement (normally halved). After you become Stealthed you may immediately move 2 spaces).

Holy Cannibal

Skilled

Strength	3	1	Focus	2	4
Reflexes	2	2	Intelligence	2	5
Mobility	2	3	Grit	3	6
			Durability	4	

Defence	10 + Ref	+		=	12
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	0
Armour	3	+		=	3
Recovery	Grit	+	1	=	4

Max Momentum	Foc	+	1	=	3
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	2.2
Grit Re-Rolls	Grit	+	-2	=	1
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Nasty Serrated Blade	5d6	+3	1	2	8	3	Blade, Magic - Mind (Rage).	3
	Strong when you're at 50% or less Endurance (+1d6 Hit Dice), **Modifications:** Quality, Powerful 0, Hearty.							
	Strong Hit: **Rage:** You and a damaged character suffer 5 Endurance damage.							
Dual Clubs	3d6	+5	2	2	10*	4	Hammer, Primal.	3
	*Strength and Focus are adding to End Dmg, **Modifications:** Personalised, Dual Wield - Hammer.							
Huge Club	2d6	+4	2	2	8	5	Hammer, Steel.	3
	Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised.							
Warbow	2d6	+6	5 -> 15	110	2	4	Range, Magic - Time (Speed).	3
	Strong Hit (5-6), **Modifications:** Personalised.							
	Strong Hit: **Empower - Speed:** Your next Attack during this Combat gains +2d6 Hit Dice (Stacks up to +4d6).							
Call the Dead	4d6	+3	0 -> 15	25	3	3	Special, Magic - Cosmic (Guide).	3
	Splash 1, **Modifications:** Personalised, Dual Wield - Weapon.							
	Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.							

Notes	Description
Troll	Heal 4 Endurance at the end of your Turn.
	May use Skills to perform Ancestral Memory Arcane Rolls (pg: 35).
Sacrificial Fighter	When you die, all of your allies gain Strong Hit +1 (Stacks) until the end of Combat:
Insatiable Hunger	**Aura 3:** Twice per Round: When you kill an organic character (or a Troll allies dies): you gain a Recovery.

Sacred Headhunters	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Great Bow	2d6	+6	5 -> 20	140	3	5	Range, Magic - Cosmic (Guide).	3

Strong Hit (5-6), Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised.

Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	24	0	1	3	7	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Sacrificial Forces (When one of your Bodies dies: Gain 1 Momentum), Fire at Will (Only half of your Bodies (rounded up) may Attack).

Blessed Champions	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Great Club	2d6	+6	2	2	8	5	Hammer, Steel.	3

Strong vs Shield (+2 Hit and End Dmg), **Modifications:** Personalised.

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	14 Each	0	5	3	2	2	5	1 Each

Notes: Troop (Individual), Frenzied Troops (**Aura 2:** +1 Armour vs characters who start their Turn in the Aura area), Well Built (Cursed: When your last Body dies: all of your enemies suffer 6 Endurance damage).

Pious Immortal

Nemesis

Strength	4	1	Focus	5	4
Reflexes	4	2	Intelligence	3	5
Mobility	4	3	Grit	4	6
			Durability	14	

Defence	10 + Ref	+	=	14
Endurance	10 + (Str x5)	+	=	30
End Dmg Resistance			=	0
Armour	3	+	=	3
Recovery	Grit	+ 1	=	5

Max Momentum	Foc	+ 1	=	6
Momentum per Turn			+	2
Combat Order	Int + (Ref/10)	+	=	3.4
Grit Re-Rolls	Grit	+	=	4
Actions per Turn			=	3

Weapon (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Ancient Sanctified Club	3d6	+6	2	2	11	5	Hammer, Magic - Mind (Terror).	6

Strong vs 0 Endurance (+2d6 Hit Dice), Once per Round: A **Critical Hit** causes all damaged characters and Companion groups to be Suppressed, **Modifications:** Personalised, Quality, Masterwork, Hefty.

Beseech Ugra'Jop	4d6	+4	0 -> 15	25	9	4	Special, D A, Hammer, M - C (Luck).	6

Strong when you roll doubles (+4 Hit), **Modifications:** Personalised x2, Quality x2, Dual Wield - Weapon.

Strong Hit: **Luck:** Gain a Grit Re-Roll point that may only be spent during this Combat (Stacks).

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Troll	Heal 6 Endurance at the end of your Turn. May use Skills to perform Ancestral Memory Arcane Rolls (pg: 35).
Frenzied Lord	**Aura 3:** +5 End Dmg and +1 Crit Dmg vs characters in the Aura area at the start of your Turn.
Rejuvenation	Heal 2 Attribute / 3 Durability points at the end of your Turn.
Insatiable Hunger	**Aura 4:** Twice per Round: When you kill an organic character (or a Troll allies dies): you gain a Recovery.

Vampires

Average PC Resources: 7-9

Thralls	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Poisoned Dagger	3d6	+5	1	1	4	3	Blade, Magic - Death (Poison).	1
Strong with Quick Strike (+2 movement), **Modifications:** Personalised, Quality.								
Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).								
Occult Curse	3d6	+0	5 -> 10	20	3	3	Special, Magic - Life (Sickness).	2
Small, Strong Hit (4-6), **Modifications:** Personalised.								
Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
15	24	2	1	3	7	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Meat Shields (**Aura 2:** You may shift all damage from an ally to one of your Bodies), Suffocating (**Aura 6:** Enemies suffer -1 Max Momentum (Stacks, Min 1) and do not gain Momentum from the Sure Strike Action), Riposte (**Aura 2:** After you're Attacked: that character suffers 3 General Damage).

Night Creatures (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Jaws & Claws	3d6	+1	2	4	10	4	Blade, Primal, Magic - Mind (Trick).	3
Cleave 1, **Modifications:** Personalised, Quality, Magic Ring.								
Strong Hit: **Dash:** You move up to 3 spaces (Stacks).								
Howl & Screech	4d6	+2	5 -> 15	25	6	3	Special, Magic - Mind (Trick).	3
Small, Splash 1, **Modifications:** Personalised.								
Strong Hit: **Push - Any:** All damaged characters (or a section of nearby terrain) are moved 2 (3 if Tiny, 1 if Big) spaces in any direction (does not change facing, Stacks).								

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
13	14 Each	0	6	3	2	4	7	1 Each

Notes: Troop (Individual), Capable Troops, Flight (May Fly, Weak while flying (+1d6 Hit Dice)), Fierce.

Vampire Count

Nemesis

Strength	4	1	Focus	4	4
Reflexes	7	2	Intelligence	4	5
Mobility	3	3	Grit	3	6
			Durability	15	

Defence	10 + Ref	+	=	17
Endurance	10 + (Str x5)	+ -2	=	30
End Dmg Resistance			=	0
Armour	3	+	=	3
Recovery	Grit	+	=	3

Max Momentum	Foc	+	=	4
Momentum per Turn		+		2
Combat Order	Int + (Ref/10)	+	=	4.7
Grit Re-Rolls	Grit	+	=	3
Actions per Turn			=	4

Weapon	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Fangs & Ancient Sword	4d6	+2	2 -> 3	3	4	4	Blade, Magic - Death (Blood).	6
Once per Round: A **Critical Hit** causes all damaged characters gain **Bleed** (Does not Stack), After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage, **Modifications:** Personalised, Long, Quality, Dual Wield - Adept.								

Notes	Description
Nemesis	Remove 1 instance of an effect from yourself (ie: Burn, Bleed, Suppressed, etc...) just before the start of your Turn.
Vampire	Non-Abundant Light Cover -1, all Weapons. May use Skills to perform Enchanter Arcane Rolls (pg: 36). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...) without penalty. May only be harmed by sunlight and foes with Vampire slaying items that are deemed to work by the GM. Suffer 2 damage (no Armour) to a random Attribute, if exposed to sunlight (ie: move into or start your Turn in sunlight without precautions). You're defeated: 3 PCs gain 1 Glory unit.
Assassin	Once per Round: +2 Armour vs an Attack (Stacks). Once per Round you may become Stealthed and Teleport up to 5 spaces.
Dominate	Strong Hit: **Dominate** (Twice per Session, Double Strong Hit) Select your target's next Action (and choose their Attack target and movement location - no self-harm) OR control them for 5 minutes outside Combat.
Deadly Shadow	Strong Hit: **Deadly Strike** (Stealthed, Twice per Combat) A damaged character suffers a **Critical Hit** with +1 Crit Dmg (Does not Stack).

Wraiths

Average PC Resources: 4-6

Floating Objects	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Pots, Pans & Utensils	2d6	+8	2	2	8	4	Hammer, Steel.	2
	Modifications: Personalised, Dual Wield - Parry.							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14 (16)	22	1	1	3	8	2	5	1

Notes: Henchmen (+1d6 Hit Dice and +1 End Dmg per Attacking Body), Obscured (Your Bodies always have Light Limited Vision Cover).

Restless Warriors (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Resources
Spectral Spear & Shield	3d6	+4	2 -> 3	3	4	4	Blade, Magic - Mind (Trick).	2
	Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), Modifications: Personalised, Shield - Parry.							
	Strong Hit: Dash: You move up to 3 spaces (Stacks).							
Foggy Mace & Shield	2d6	+5	2	2	10	4	Hammer, Primal.	2
	Modifications: Personalised, Shield - Parry.							
Ethereal Axe & Shield	3d6	+2	2	2	7	4	Blade, Primal.	2
	Strong vs 0 Endurance (+2d6 Hit Dice), Modifications: Quality, Shield - Parry.							
Ghostly Wail	3d6	+2	3 -> 9	45	3	4	Range, Magic - Air (Lightning).	2
	Modifications: Quality, Dual Wield - Parry.							
	Strong Hit: Lightning: Cleave +1 (Stacks).							

Defence	Endurance	Resistance	Durability	Armour	Bodies	Attribute	Mobility	Actions
14	12 Each	1	4 (5 Mace/Axe)	3	2	2	5	1 Each

Notes: Troop (Individual), Suffocating (Aura 6: Enemies suffer -1 Max Momentum (Stacks, Min 1) and do not gain Momentum from the Sure Strike Action.), Terrifying (Characters damaged by you suffer -1 Max Endurance damage (Stacks)).

Anguished Ghost

Skilled

Strength	3	1	Focus	4	4
Reflexes	4	2	Intelligence	3	5
Mobility	3	3	Grit	2	6
			Durability	9	

Defence	10 + Ref	+	2	=	16
Endurance	10 + (Str x5)	+		=	25
End Dmg Resistance				=	0
Armour	3	+	-1	=	2
Recovery	Grit	+		=	2

Max Momentum	Foc	+		=	4
Momentum per Turn				+	0
Combat Order	Int + (Ref/10)	+		=	3.4
Grit Re-Rolls	Grit	+	-2	=	0
Actions per Turn				=	2

Weapons (Select One)	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg (+Foc)	Crit Dmg	Weapon Type & Variation	Resources
Ghostly Grip	2d6	+6	2	2	10	5	Hammer, Steel.	3
	Strong vs Shield (+2 Hit and End Dmg), Modifications: Personalised.							
Haunting Swipe	3d6	+5	2	3	6	4	Blade, Steel.	3
	Cleave 1, Modifications: Personalised.							
Ephemeral Moan	3d6	+3	5 -> 15	80	5	4	Range, Divine Repeater.	3
	Strong Hit (5-6), Modifications: Quality.							
Eerie Screech	4d6	+3	0 -> 15	25	5	3	Special, Magic - Water (Ice).	3
	Small, Splash 1, Modifications: Personalised, Dual Wield - Weapon.							
	Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).							

Notes	Description
Wraith	May Teleport and are Incorporeal.
	Strong Hit: Haunt: Aura 30: All enemies suffer 3 Endurance damage.
	Strong vs Attacks you can't perceive (+2 Armour).
Sneaky	Once per Round you may become Stealthed and Teleport up to 3 spaces.

Lists

Inside, Remya laughed. The soldiers of Ire presently trembling before her saw nothing but rage, her teeth bared in a snarl of implacable bloodlust… but she was laughing. Their shields crumpled like rotting bark beneath her blade strikes, their polished armour burning like parchment paper as she carved a swathe through their ranks.

The vile fire spirit within her both delighted in the burning chaos and shrank from Remya's wildfire fury. Even a spirit of flames couldn't hope to match such a conflagration, but the Drasong warrior coaxed out its power, igniting the steel of her ornately carved twin blades, supremely confident that any who dared stand against her would be as drifting ash, and forgotten just the same.

This was a strength only Bloodstone could forge. Ire revelled in its glittering pantheon of worthless gods, a paltry faith that made for lives of grovelling servitude. Lives of comfort and ease made even their warriors weak, corpulent and slothful. They now saw the mortifying truth, mercilessly coming at them with twin blades of fire. Remya savoured every moment, leaping from one invader to another, slicing them to naught but smoldering ruin. She laughed, because she saw their faith crumble to ash-stained dust as it came up against a real foe and was found sorely wanting.

The Drasong warrior heard their calls to retreat, saw a few drop their weapons as they fled in blind panic, and her hatred burned with greater intensity, stoked by her fire spirit and flooding along her swords in the form of crimson flames. She would leave one alive, if the frenzy did not take her entirely. One, to tell of her beauty and strength. The others would not be so fortunate.

Keywords & Notes

Keyword	Notes
Ally	Denotes all friendly characters (including Companions) who are not you.
Arc	Denotes a space relative to your facing, You may change your facing at any time during your Turn.
Turn Arc: X°	May only change your facing by X (often also limited to the end of your Turn).
Base Armour	The default Armour value of a character after all passive modifications have been applied (ie: from their Outfit and Traits). Any temporary changes to a character's Armour (ie: Twice per Combat: +2 Armour vs an Attack, -1 Armour at 0 Endurance, etc...) do not increase a character's base Armour value.
Blessed	Grants Momentum as long as this item is Drawn (if it requires hands) or worn (if it is an Outfit) and any other requirements are met. » Only one Blessed item may be used by you per Combat.
Aura X: Y	All characters within X spaces of you (or at least one of your Bodies if you're a Companion or Henchmen group) gain Y.
Cover +X	Increase the Cover on a character by X Steps (even to Entrenched, ie: Cover +1 increases Light to Heavy, or Heavy to Entrenched, Stacks).
Cover -X	Reduce the Cover of specific Types (pg: 71: 'Visibility, Low Light, Magical, Mental, Physical, Environmental) (or one Cover Type of your choice if none is specified) by X Steps for Attacks from this Weapon (ie: Cover -1 reduces Entrenched to Heavy, Heavy to Light, and Light to No Cover, Stacks).
Visibility	Also reduces Low Light Cover, Reducing Visibility and Low Light Cover against an enemy also reflects enhanced perception (ie: light source, keen hearing/eyesight, etc...) and may grant a Description bonus to some Awareness Skill Rolls.
Crit Loc +/-X	Alter what random **Critical Hit** Attribute is damaged by +X to -X (normally just 1d6). Your **Critical Hits** deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).
Durability: X	After this character/object receives X Attribute damage they are removed from Combat (see below). Attribute healing = Durability healing.
Attribute Dmg 2+	Your **Critical Hits** deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).
Crit Loc +/-X	Your **Critical Hits** deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).
General Damage X	Target suffers X Endurance damage and if they are at (or reduced to by this damage) 0 Endurance they suffer a **Critical Hit** with Crit Dmg X, Multiple instances (including Stacking) apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage or 2 Attribute damage). Not reduced by Resistance.
May function in Hostile Environment	Commonly allows you to function in a specific environment without significant penalties (ie: Skill Roll damage, Difficult Terrain, reduced Travel Speed, etc...).
Individual	Your Bodies (Companion, Troop, etc...) do not gain +1d6 Hit Dice and +1 End Dmg per Attacking Body. Effects are NOT applied to (or removed from) all Bodies at once.
Immune to X	You're immune to the effect X.
Max Endurance Damage X	Reduce a character's Maximum Endurance by X (Stacks). » Only reduces their current Endurance if it would drop below their new maximum. » Primarily healed through your Camp's 'Daily Max Endurance Healing' sub-stat value (pg: 88) during Downtime.
Max Range X	You may not make Attacks beyond X spaces from your Character (or this Weapon's Body).
Momentum X: Y	If you spend X **Momentum** points during your Turn you gain Y. » Must be used before your Attack if it would modify that Attack (ie: +1d6 Hit Dice). » Momentum Abilities on a item may only be used while that item is drawn, and may only be used on that item if they modify an Attack.
(Instant)	May be triggered at any time (even after an Attack Roll has been made and Strong Hit options selected).
Arcane Mix Z	After quality Downtime (ie: sleep, eat and read): select Z Strong Hit options that this Weapon could obtain via a Variation within the Weapon's Type (ie: Burn). May apply one of these Strong Hit option to your next Attack (ie: as if a '6' were rolled, and as if you had the required Variation for that Strong Hit option) per X Momentum spent. » May still trigger outside your Ideal Range even though you would normally suffer Strong Hit -1 on this Attack.
No Draw	This item may be Drawn for free during any Action (normally requires the draw effect from the Prep Action), But it still requires 1 draw effect to put away.
Optional	During your Turn you may choose to use this Modification until your next Turn (Slots are never reduced, and a Prep Action may be required to draw or stow any secondary items (ie: Shield or second weapon from a Dual Wield Modification)). With the GMs permission this Modification may be transfered to a new item (ie: a Shield may be transfered to a new Weapon).
Puncture	**Critical Hits** from this weapon deal at least 1 Attribute damage no matter a target's Armour.
Reload X	Must perform X Reloads (ie: via the Prep Action) before an Attack can be made with this Weapon. These Weapons will usually start Combat unloaded.
Reload +/-X	This item requires +/-X more Reloads.
Reload (Hold)	If this item requires Reloading then all Reloads may be done a long time (GM discretion) before an Attack is made (normally shortly before). These Weapons will usually start Combat loaded.
Resistance X	Reduce Weapon Endurance Damage against you by X (Stacks) down to a minimum of 1 damage. » Only reduces End Dmg from Weapons, and also not during Surprise Rounds, from Stealthed enemies, or General Damage (ie: Collision, Burn, etc...). » You and your Companion bodies do not share Resistances.

Size:	By default all non-Outfit items without a Size Keyword require 2 Slots to carry and 1 hands to use. NPC items may require no Hands (GMs should be careful to not abuse this to make over-powered NPCs, see guidelines on pg: 111).
2 Handed	This item requires 2 hands to use (normally 1) Note: non-Dual Wield and non-Shield 2 Handed items may be held - but not used - in 1 Hand (ie: allows you to temporarily hold a 1 handed item).
Hands +/-X	This item requires +/-X hands (normally 1). » Companions may NOT select options that increase required Hands (ie: Shield Modifications), though NPC Henchmen and Troop groups can.
Slots +/-X	This item requires +/-X Equipment Slots (normally 2).
Large	Requires 3 Slots (normally 2), -2 'Hit, End Dmg (min 1) and Defence' while this item is being used by a character with 3 or less Strength (Stacks, Str damage does not affect this).
Small	Requires 1 Slot (normally 2).
Trinket	Only requires 1 Slot per 4 Trinkets (normally 2 Slots per item) (rounded down, ie: 3 Trinkets require 0 Slots).
Innate	This item is 'part of your Character's body, an ability or an item that you are very skilled at using', does not need to be Drawn (or stowed) to be used only the required number of free hands, requires -2 Slots. If this is an Outfit there is no penalty for sleeping in it or performing other physical activities. GMs may add this Keyword to any NPC item.
Slots +/X	Requires +/-X more Slots (normally 2).
Specialist Bonus: X	Gain +2 to all non-Acquisition and non-Attack Rolls narratively connected to topic X (multiple Specialist Bonus' do not Stack). » Optional Rule: The topic may be changed to a new thematically similar topic when this Trait is gained.
Splash X	On a successful Attack Roll everything within X spaces of your target and within your Max Range is damaged by this Weapon (ie: suffers End Dmg). » Treat all characters as being within/outside your Ideal Range based on the targeted character (or space). » They do not count as 'Hit', but they do count as 'damaged' for the purpose of triggering other abilities. » If a character would receive additional Hit Dice (ie: Strong vs 0 Endurance (+2d6 Hit Dice)) they are rolled separately and only apply to those characters. You may target a space (Defence 10) that is at least 2 spaces away from a character. » If you know roughly where a Stealthed character is you may attack a nearby space in the hopes of harming them (does not break their Stealth). If you miss with this Attack it scatters 1d6 spaces in a GM defined direction (normally overshoots). Effects that grant Momentum (ie: from Sure Strike or the Strong Hit option: Build Momentum) only ever trigger ONCE per Action.
Cleave	Works like Splash but only damages enemies (not self or allies) that you would have hit with your Attack Roll (ie: an Attack Roll of 12 would only damage enemy characters with 12 or less Defence). Failed Attacks do not scatter, they just fail to hit or cause damage. Cleave and Splash values on a Weapon combine and may become either Cleave or Splash, decided when a Weapon is gained (ie: "Splash 1" and "Cleave +1" may combine to become Cleave 2 or Splash 2).
Strong Hit (X-6)	This Weapon causes a Strong Hit on a roll of a X to a 6 (normally just a 6).
Strong Hit +Y	Increase the range of X-6 (default is just 6) by Y (ie: 'Strong Hit +1 = Strong Hit (5-6)', or 'Strong Hit +1 + Strong Hit (4-6) = Strong Hit (3-6)').
Strong Hit -Y	Decrease the range of X-6 (default is just 6) by Y (ie: 'Strong Hit -1 = May not roll a Strong Hit', or Strong Hit -1 + Strong Hit (4-6) = Strong Hit (5-6)'). All Attacks outside of a Weapon's Ideal Range suffer 'Strong Hit -1'.
Strong Hit: X: (Y) Z	You may activate Strong Hit option X if your Attack meets requirements Y, which will apply Z to this Attack. » Strong Hit options from a Weapon may only be used by that Weapon.
Strong X (Y)	You gain the benefits of Y if requirements X are met (ie: apply Y to yourself if it is a benefit, or to your attacker if it is a penalty) (Does not Stack with itself (ie: if there are multiple X), but may stack with other 'Strong' Keywords).
Weak X (Y)	You suffer the penalties of Y if requirements X iare met (ie: apply Y to yourself if it is a penalty, or to your attacker if it is a benefit) (Does not Stack with itself (ie: if there are multiple X), but may stack with other 'Weak' Keywords).
Task	This is a task that is immediately performed and is not an object that is carried.
Tools:	Some Skill Rolls require Tools to attempt.
Toolbox	Grants the carrier of this item +1 to a Trained Primary Skill, and allows some Skill Rolls that require more than basic tools (characters are assumed to usually be carrying very basic tools for all of their Trained Skills). » Multiple Toolboxes for the same Skill do not Stack.
Workshop	Grants all PCs who have regular access to this Workshop +1 to a Trained Skill (even if they are not at the Workshop), and allows for some Skill Rolls that require advanced tools while at the Workshop. » Multiple Workshops for the same Skill do not Stack.
Uses, X	May only be used X times between gaining access to a fresh supply if it is a item (ie: shop/armoury/looted-foes for ammo), or between Dowtime if it is a personal skill/ability of some kind. Misc items must be re-acquired. May be triggered at any time (even after an Attack Rollis rolled and Strong Hit options selected) if it has no other restrictions (ie: Momentum or Strong Hit).

Combat Quick Reference

Movement	Notes
Difficult Terrain	Each space costs 2 Movement. Particularly Difficult Terrain (ie: climbing a wall) may also require a Physical Skill Roll (by performing the Prep Action).
Minor Interactions	(ie: open/close door, pick up an object, etc...) Costs 2 Movement.
Prone	Easier for you to gain physical Cover (as you're crawling on the ground), Each space costs 2 Movement, Costs 2 Movement to go Prone or stand up.
Dangerous Terrain	Entering or starting your Turn in this terrain deals General Damage to you (typically 3).
Collision	» Colliding with a solid object through forced movement deals 3 General Damage. » 4 if it is sharp and 2 if it breaks (ie: a weak door). » Colliding with another character through forced movement deals 3 General Damage to both characters. » GM may choose to stop movement at this point and/or transfer some over to the collidee (taking into consideration size, remaining movement, the force of movement, etc...).
Fly	You may spend your Movement to Fly higher (and lower): increasing the distance of all Attacks made against you, and by you by the amount you have moved up. This may also reduce the Range between you and another flier (ie: by flying closer to them). Flying lower will reduce any gained distance.
Incorporeal	You may move through any terrain or character without penalty. Terrain that you can't move 'through' (ie: a pit) still inhibits you.
Teleport	You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you're going. If you move to a space without room for you, you will suffer 4+ points of damage (no Armour) to a random (1d6) Attribute and appear in an unexpected location.

Momentum	Notes
General Rules	Each character's Momentum pool starts Combat at 0, and has a Max Momentum value (equal to their Focus). » Gaining a Surprise Round grants PCs +1 Momentum. **Momentum 1:** Gain +1d6 Hit (Stacks). All characters may use this Momentum Ability.
NPC Characters	NPCs share a single Momentum pool and may be spent by any character, but not more than their Max Momentum value per Round. » Gaining a Surprise Round grants +1 Momentum per PC to the NPC's shared Momentum pool.

Damage	Notes
Endurance Damage	When you succeed at an Attack Roll you deal your Weapon's Endurance Damage (End Dmg) to your target (reduced by Resistance).
0 Endurance	If you have, or have just been reduced to, 0 Endurance you suffer an automatic **Critical Hit** from that source and they may use the **Critical Boost** Strong Hit option against you.
Attribute Damage	Everyone may use the **Critical Hit** and **Critical Boost** Strong Hit options: which are the primary method of dealing Attribute damage (reduced by Armour). PCs die when any Attribute is reduced to -5. NPCs are removed from Combat (die) when any Attribute (or their Durability) is reduced to 0.
Damage Result	Strength (*Nothing*), Reflexes (-Defence, -Sure Strike Hit), Mobility (-Action Movement), Focus (-Max Momentum, -Weapon End Dmg), Intelligence (-Cover Defence), Grit (-Recovery).
Negative Attribute	Gain the Bleeding effect (see pg: 72) when one of their Attributes is damaged and reduced below 0.
Durability	Attribute damage/healing/etc... = Durability damage/healing/etc..., Characters are removed from Combat (die) when their Durability is reduced to 0.
1 or less Attribute	Skilled and Nemesis NPCs have -1 Durability for each Attribute value that starts combat at 1 or less.
2+ Attribute Dmg	**Critical Hits** deal +1 Durability damage if they deal 2+ Attribute Damage after Armour (Does not Stack).
Crit Loc +/-X	**Critical Hits** deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

Cover Steps	Notes
0) No Cover	» May not be increased by '+Cover Step' effects.
1) Light Cover	» Add your current Intelligence to your Defence. » You may attempt to Stealth (pg: 193).
2) Heavy Cover	» Add your current 'Intelligence x2' to your Defence. » You may attempt to Stealth. » +2 Resistance (Does not Stack with other Cover).
3) Entrenched Cover	» May only be gained by having at least 2 different Types of Cover (ie: Low Light and Physical) or by being boosted by the Cover +X Keyword. » Add your current 'Intelligence x3' to your Defence. » You may attempt to Stealth. » +2 Resistance (Does not Stack with other Cover). » +1 Armour (Does not Stack with more Cover).
Characters & Shields	Attacking through a non-adjacent character to another may grant your target Light (or Heavy if through an enemy with a shield) Physical Cover (pg: 71) against your Attack.
Environmental Cover	Cover that comes from the Battlemap and not from 'Traits, effects or items on a character.'
Magic Cover	This type of Cover does not allowed Stealthed.

Weapon Type	Notes
Companion	Characters may only have one Companion Weapon (but may have multiple non-Combat Companions), Companions may move once at the end of your Turn (up to their Mobility stat) if you did not grant them a move from one of your Actions, Companions use your Skill bonus/penalties and Tools (but may only gain up to a maximum of +1), You and all of your Companions share a single Endurance pool, Companions have 2 spare Equipment Slots. This is a separate character to you. » You must define its Nature (ie: animal, person, Neph Spawn, etc...). » They are loyal to you and will (generally) obey your commands, but may act on their own according to their Nature. » They count as an ally (ie: for purposes of Aura, Strong Hit options, etc...). » May NOT select options that increase required Hands (ie: Shield Modifications). When you perform an Action you may allow your Companion to gain any effect from that Action instead of you, ie: your Companion Attacks rather than you. » Use your Attribute values to calculate Action bonuses (ie: Hit +Ref and Range +Foc), but use their Mobility stat rather than yours. » Companions Attack as a group and gain +1d6 Hit and +1 End Dmg per Attacking Body. Companion Bodies are removed from Combat (ie: killed, wounded, scared off, etc...) if their Durability (see above under 'Damage') is reduced to 0. » Each Body individually Tracks Durability damage. Effects (ie: Burn) are applied to (and also removed from) the entire Companion Group at once, unless they have the 'Individual' Keyword. If they apply damage, then it only deals that once per Round.
Mount:	Work like Companions except when mounted: » Costs 4 movement to mount and dismount this Companion. » Both characters move together, no shared Action effects and no free movement at the end of Turn. » Costs 4 movement to move sideways 1 space and costs all of an Action's movement to move backwards 1 space. » Either the Mount or rider can be targeted while they're being ridden (Splash/Cleave Attacks may damage both Mount and rider). » Defence: Add bracketed value to the rider's Defence. » Mobility: Add bracketed value to the rider's movement, this value is used for all movement. » After you have moved 6+ spaces forward without Attacking you may trigger a Charge OR a Joust against enemies within your Front Arc: 90^0: » Charge: May attack (ie: from an Action) at any point along your movement (normally at the start or end). » Joust: If you're Charged by an enemy you may immediately perform a Sure Strike Action to Attack the Charging character. » Treat your attack distance as '1, 2 or 3' spaces. » Both Attacks are applied at the same time if using the same attack distance, otherwise the higher distance goes first. » You perform 1 less Action during your next Turn. Rotation Arc: May only change facing by this amount. Beast Attack: Rider may spend the required Momentum to apply damage to a character within the listed Aura distance of the Mount.

Effects	Notes
Stealthed	Task, You require Cover against all enemies, 'Move at 1/2 speed, may not be perceived or Attacked and Ignore enemy Resistance'. You lose Stealthed if you: 'Hit with an Attack (including Assault Skill Roll), You lose Cover against any enemy facing you or an enemy performs a successful Awareness Skill Roll on you (Difficulty = 12 to 16).' » Group: +4 Difficulty with a Toolbox if attempting to hide a small group of people outside of combat.
Bleeding	You suffer 1 damage to a random (1d6) Attribute at the start of your Turn until a suitable Skill Roll of 12 is performed on you (Stacks).
Suppressed	You may perform -1 Action during your next Turn (Does not Stack), Stops that Companion Body from moving during their next Turn (does not reduce their Actions), No effect on Ordnance, May be removed with a suitable Skill Roll of 12 by a different character.
Remove Effect	Task, Remove all effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character with a suitable Skill Roll of 12 (no -2 for reattempting).

Stacking	Notes
Stacks	The same identical effect may be stacked any number of times (all effects Stack by default). Some GM discretion may be required if the wording of two effects are very close, but not exactly the same, in their wording. Multiple effects may be Stacked in any order that favours the dice roller (ie: the performer of an Attack or Skill Roll).
Stacks up to X	The same identical effect may be stacked up to a maximum of X.
Does not Stack	You may only gain this effect once, no matter how many sources grant it.

NPC Traits & Variations

NPC Traits	Requirements	Benefits	Disadvantages
Aggression	NPC	**Momentum 1:** Once per Round, **Aura 2:** Up to two (three if you're a Nemesis) enemies must spend 1 Momentum or they suffer 5 General Damage.	
Big Strike	NPC	Cleave +2, all Weapons. All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).	
Extension	NPC	You're part of another Primary NPC (ie: a limb) and combine your Endurance into a single pool. +6 Endurance (+10 if you're a Troop NPC, and only add your Endurance to the pool once).	You always stay close to the Primary NPC (you move when they move or are moved).
Fierce	NPC	+2 Hit and End Dmg, all Weapons.	
Flight	NPC	May Fly.	Weak while flying (+1d6 Hit Dice).
Formidable	NPC	Gain an additional NPC Type Variation.	You're defeated: 1 (3 if Nemesis) PC gains 1 Glory unit.
Hardy - Body	NPC	Strength, Reflexes and Mobility gain +1 Armour (Does not Stack with other Hardy Traits).	-2 Defence.
Hardy - Form	NPC	+1 Armour (Does not Stack with other Hardy Traits).	Weak vs one of the following (-1 Armour). » A Weapon Type (Blade, Hammer, etc...). » Two or more specific Magic types (ie: Blessed, Death, Fire, Water...). » A specific style of Weapon (ie: piercing themed Weapons: dagger, spear, bow, etc...). » Enemies who performed a specific Action or Skill Roll during their Turn. -1 Attribute/Durability point (-2 if you're a Nemesis).
Hardy - Helmet	NPC	Focus, Intelligence and Grit gain +1 Armour (Does not Stack with other Hardy Traits).	-2 Defence.
Hardy - Martial	NPC	Strong when your outside 2+ (3+ if you're a Nemesis) enemy Ideal Ranges (+1 Armour).	
Hardy - Substance	NPC	Strong vs attacks that are not from a specific rare substance (ie: silver, iron, a specific poison, etc...) (Resistance 3 (5 if you're a Nemesis, Stacks).	A temporary form of this rare substance may be applied to 4 Weapons for 10t.
Immune- Attribute	Not Henchmen or Troop, NPC	One of your Attributes is Immune to damage. +2 Durability points.	-1 Attribute point.
Immune - Magic	NPC	Strong vs a thematically linked group of magic types (ie: heat or rot) (immune*). *Entrenched Magic Cover if partial (ie: fire mixed with lightning).	Weak vs a group of magic types (ie: cold or pressure) (+4 End Dmg).
Infect	NPC	Strong Hit: **Infect:** A damaged character suffers -2 Max Endurance damage (-4 if you're a Nemesis, Stacks). and is infected with an ailment if they fail a suitable Skill Roll of 12 within the next 5 minutes (+1 difficulty for each additional Stack).	
Kite	NPC	May move 2 spaces at the start or end of your Turn (Stacks).	
Mounted	NPC	You count as Mounted (may Charge/Joust). +3 Mobility (+1 Durability if not Henchmen). **Aura 1 (and along your movement path):** Once per Round an enemy suffers 3 General Damage.	Rotation Arc: 90° at the end of your Turn.
Objective - Boost	NPC	If your enemies do not perform a set task by the end of your Turn 2: all of your Weapons gain +2 Hit and Strong Hit +1 (Does not Stack).	
Objective - Win	NPC	If your enemies do not perform a set task by the end of your Turn 3: you win (ie: your enemies are forced to retreat, you achieve a goal not tied to winning this Combat, etc...).	
Outfit - Geared	NPC	Gain an Outfit Variation and a Utility (must pay Resource cost).	-4 Endurance.
Outfit - Heavy	NPC	+1 Armour.	Weak at 0 Endurance (-1 Armour).
Outfit - Light	Not Henchmen or Troop, NPC	+4 Attribute/Durability points. +2 Defence (+4 if you're a Nemesis).	-1 Armour.
Power - Feed	NPC	**Aura 1:** Gain 1 Momentum at the end of your Turn per enemy in Aura area (Stacks up to +3).	
Power - Well	NPC	Gain 1 Momentum at the start of your Turn.	-1 Durability if you're a Troop.
Protect Me	NPC	**Momentum 2 (Instant):** When you're Attacked: an ally moves 2 spaces (may grant Cover) and damage from the Attack may be shifted from you to them.	
Rugged	Not Henchmen or Troop, NPC	+1 Attribute point / +3 Durability points. Attribute damage does not give you penalties to Sub-Stats or Actions.	
Ruinous Trail	NPC	Create Dangerous Terrain (3 General Damage) or Difficult Terrain where you move. You and appropriate allies are immune to this terrain.	-3 Movement if you're a Henchmen.
Spellcaster	NPC	**Momentum 1:** Once per Round: Arcane Mix 2.	-1 Durability if you're a Troop.

Suffocating	NPC	**Aura 6:** Enemies suffer -1 Max Momentum (Stacks, Min 1) and do not gain Momentum from the Sure Strike Action.	
Str Hit - Burn	NPC	Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.	
Str Hit - Inhibit	NPC	Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).	
Str Hit - Lightning	NPC	Strong Hit: **Lightning:** Cleave +1 (Stacks).	
Str Hit - Poison	NPC	Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).	
Str Hit - Protect	NPC	Strong Hit: **Empower - Protect:** A characters gains +1 Armour (Does not Stack) against the next Attack that hits them before their next Turn.	
Str Hit - Rage	NPC	Strong Hit: **Rage:** You and a damaged character suffer 5 Endurance damage.	
Str Hit - Sunder	NPC	+1 End Dmg, all Weapons. Strong Hit: **Sunder:** Destroy a section of terrain within 1 space of your target or target's shield (Skill Roll of 12 to repair or replace outside of Combat).	
Sword & Board	NPC	+2 Defence. Resistance 2 (Stacks, but not with other Shields).	You count as carrying a Shield.
Sword & Parry	NPC	+2 End Dmg, all Weapons. Resistance 1 (Stacks).	
Sword & Slab	NPC	+3 Defence. Resistance 3 (Stacks, but not with other Shields). Strong with Endurance (Immune to Puncture).	You count as carrying a Shield. -1 current and max Resources.
Terrifying	NPC	+1 End Dmg, all Weapons. Characters damaged by you suffer -1 Max Endurance damage (-2 if you're a Nemesis, Stacks).	
Toughen Up	NPC Not Nemesis	Strong with 4+ Armour (Immune to Puncture). Strong after you or one of you're Bodies is hit with an Attack (Gain +1 Armour until your next Turn, Stacks).	
Well-Supplied	NPC	+1 current and max Resources.	

Henchmen Variations	Requirements	Benefits	Disadvantages
Aid Forces	Henchmen NPC	**Aura 1:** All Non-Henchmen allies gain '+2 Hit and End Dmg' OR 'Light Mental Cover' (Does not Stack).	
Amass	Henchmen NPC	Strong Hit: **Amass:** Gain +1 Body.	
Armoured Forces	Henchmen NPC	+1 Armour.	-2 Bodies.
Capable Forces	Henchmen NPC	+2 Attribute (and Mobility).	
Emplaced Forces	Henchmen NPC	+4 Bodies. +1d6 Hit Dice if you have no Weapons Max Rng over 3.	May not move.
Endless Forces	Henchmen NPC	At the end of every Round: gain +1 Body.	
Explosive Forces	Henchmen NPC	**Aura 3:** When one of your Bodies dies all enemies suffer 3 General Damage.	
Frenzied Forces	Henchmen NPC	**Aura 2:** Gain +1 Momenutm (max +3) per enemy who ends their Turn in the Aura area.	
Fire at Will	Henchmen NPC	-5 -> +10 Ideal Range, Range and Special.	
Formation Forces	Henchmen NPC	**Aura 1:** Gain +1 Armour and +3 Defence if there is an ally within Aura area (Does not Stack).	
Group Tactics	Henchmen NPC	Use the 2nd worst Range and Cover from your Attacking Bodies (normally the worst).	
Meat Shields	Henchmen NPC	**Aura 2:** You may shift all damage from an ally to one of your Bodies.	
Obscured	Henchmen NPC	Your Bodies always have Light Limited Vision Cover.	-1 Body if you have a weapon with 3+ Ideal Range.
Reinforcements	Henchmen NPC	Gain +2 Bodies for each Turn you're off the Battlemap (Stacks).	
Sacrificial Forces	Henchmen NPC	When one of your Bodies dies: Gain 1 Momentum.	
Split Forces	Henchmen NPC	May perform an additional non-Attacking Action per Turn (normally 1). +1 Body if equipped with no Max Rng 3+ Weapons.	-2 Mobility.
Swarm	Henchmen NPC	+4 Bodies.	-1 Armour.
Unstoppable	Henchmen NPC	Ignore 1st death that one of your Bodies would suffer per Round.	-2 Mobility.

Troop Variations	Requirements	Benefits	Disadvantages
Aid Troops	Troop NPC	**Aura 2:** Non-Henchmen and Companion allies gain +1d6 Hit OR +1 Armour (Does not Stack).	
Armoured Troops	Troop NPC	+1 Armour.	Weak at 0 Endurance (-1 Armour).
Body Guards	Troop NPC	**Aura 2:** You may shift hits on allies onto one of your Bodies.	
Capable Troops	Troop NPC	+2 Attribute (and Mobility).	
Charming Troops	Troop NPC	After an enemies Attack damages you they suffer -1 Hit until the end of Comabat (Stacks).	-2 Defence.
Emplaced Troops	Troop NPC	+2 Durability (+4 if you have no Weapons Max Rng over 3).	May not move.
Formation Troops	Troop NPC	**Aura 1:** Allies gain +1d6 Hit Dice and +3 Defence (Does not Stack).	
Endless Troops	Troop NPC	At the end of every 3rd Round: gain +1 Body.	
Frenzied Troops	Troop NPC	**Aura 2:** +1 Armour vs characters who start their Turn in the Aura area.	
Mighty Three	Troop NPC	+1 Body.	-5 Endurance. -1 Durability per 3 Durability (after other changes).
Resilient Troops	Troop NPC	+10 Endurance.	
Sacrificial Troops	Troop NPC	When one of your Bodies dies: Gain 3 Momentum.	
Strategic	Troop NPC	Once per Combat: You may perform a non-Sure Strike Action.	
Tough as Nails	Troop NPC	Reduce all Durability damage against each of your Bodies by 1 to a minimum of 1.	-1 Mobility.
Unified	Troop NPC	+2 Endurance and Durability. +1 Action per Turn.	Your Bodies are not Individual. -2 Defence.
Well Built	Troop NPC	Gain a Skilled Variation (Attribute & Durability are never altered, triggered effects (ie: on death, first Attack, etc...) only trigger from 1 Body).	-1 Durability.

Skilled Variations	Requirements	Benefits	Disadvantages
Armoured Fighter	Skilled NPC	+5 Endurance. +1 Armour.	Weak at 0 Endurance (-1 Armour).
Attrition	Skilled NPC	At the start of your Turn all non-Companion enemies suffer 5 Endurance damage (Stacks).	
Avoidance	Skilled NPC	+3 Movement and Defence.	
Bloodlust	Skilled NPC	When you cause a **Critical Hit** you deal +2 End Dmg and gain 1 Momentum (Stacks).	
Booster	Skilled NPC	All of your allies gain one of the following: » +1d6 Hit Dice (Does not Stack). » +2 Defence and Movement (Does not Stack). » +2 Hit and End Dmg (Stacks). » +1 Resistance (Stacks).	-1 Attribute/Durability point.
Brutal	Skilled NPC	+1 Crit Dmg with your first Attack per Round.	-2 Attribute/Durability points.
Charming Fighter	Skilled NPC	After an enemies Attack damages you they suffer -2 Hit until the end of Comabat (Stacks).	-2 Defence.
Competent	Skilled NPC	+2 Attribute/Durability points.	
Cripple	Skilled NPC	All of your enemies suffer one of the following: » -2 Hit (Stacks up to -4). » -2 Defence (Stacks up to -4). » -2 End Dmg (min 1, Stacks up to -4). » -1 Movement (Stacks up to -2).	
Cursed	Skilled NPC	When you die, all of your enemies suffer one of the following until the end of Combat: » -2 Hit and End Dmg (Stacks). » 6 Endurance damage. » -4 Defence (Stacks). » -1 Movement (Stacks down to 1).	-2 Attribute/Durability points.
Death Throes	Skilled NPC	When you die: you may immediately perform 1 Action.	-1 Attribute point. -2 Durability points.
Explosive Fighter	Skilled NPC	**Aura 3:** When you die all enemies suffer 5 General Damage.	
Frenzied Fighter	Skilled NPC	**Aura 2:** +1 Crit Dmg vs characters in the Aura area at the start of your Turn.	-4 Attribute/Durability points.
Immense	Skilled NPC	Gain a Nemesis Variation.	
Killer	Skilled NPC	+1 Hit and End Dmg, all Weapons. Strong vs characters with Attribute damage (+1d6 Hit Dice).	
Mighty	Skilled NPC	+20 Endurance.	You're equal in power to 2 PCs (normally 1).
Mini Boss	Skilled NPC	+3 Attribute/Durability points. Gain a Nemesis Variation.	
Rally	Skilled NPC	At the start of your Turn an allied Henchmen Group heals 4 Endurance and gains +1 Body.	
Reprisal	Skilled NPC	**Aura 4:** After you suffer damage from an Attack they suffer 4 General Damage.	-2 Attribute/Durability points.
Sacrificial Fighter	Skilled NPC	When you die, all of your allies gain one of the following until the end of Combat: » Strong Hit +1, all Weapons (Stacks). » A free Recovery per Round (Does not Stack). » +1 Armour (Does not Stack). » Light Cover (Type set by GM, Stacks).	-1 Attribute/Durability point.
Sneaky	Skilled NPC	Once per Round you may become Stealthed and Teleport up to 3 spaces.	-3 Attribute/Durability points.
Split	Skilled NPC	When you die: a Henchmen or Troop Group enters the Combat, they may not act this Round.	

Nemesis Var	Requirements	Benefits	Disadvantages
Alter Terrain	Nemesis NPC	+3 Attribute/Durability points. Once per Round you may alter the terrain (ie: add/remove Cover, create dangerous terrain, etc...).	
Armageddon	Nemesis NPC	+3 End Dmg, all Weapons. At the end of your Turn X all enemies suffer X+2 General Damage.	
Armoured Lord	Nemesis NPC	+15 Endurance. +1 Armour.	Weak at 0 Endurance (-1 Armour).
Assassin	Nemesis NPC	Once (three if your base Armour is 2 or less) per Round: +2 Armour vs an Attack (Stacks). Once per Round you may become Stealthed and Teleport up to 5 spaces.	-1 Attribute/Durability point.
Conniving	Nemesis NPC	+2 Defence, max Momentum, Recovery and Combat Order. Performing a non-Attack Action grants you +1 Momentum. You always have Heavy Cover (of any type, does not allow Stealth).	Weak vs Take Aim/Stealthed (+1d6 Hit Dice).
Consume	Nemesis NPC	Add a Henchmen Group to this Combat. **Aura 2:** Once per Round you may eat a suitable Companion or Henchmen Body: Gain a Recovery and heal 2 Attribute/Durability damage.	-2 Attribute/Durability points.
Creeping Power	Nemesis NPC	At the end of every Round all of your Weapons gain +2 Hit and End Dmg (Stacks). At the end of every 2nd Round all of your Weapons gain Strong Hit +1 (Stacks).	
Decoy	Nemesis NPC	Decoys: Add a Troop Group to this Combat with 0 Bodies and 1 Durability. These Troops look just like you (you may alter your Actions per Turn and damage to match them). Strong Hit: **Create Decoy:** Add a Body to your Decoy Troop Group in any space, and you may (secretly) swap places with any Body in this Group. This Body may act this Turn.	
Doombringer	Nemesis NPC	All of your Attacks cause 1 free Strong Hit (as if a '6' was rolled).	
Doomsday	Nemesis NPC	+1d6 Hit Dice and +4 End Dmg with your first Attack per Round.	
Eviscerate	Nemesis NPC	+1 Crit Dmg, all Weapons.	-3 Attribute/Durability points.
Explosive Lord	Nemesis NPC	**Aura 30:** At the start of your Turn after you die all enemies must pass a suitable Skill Roll of 14 or suffer 2 damage to a random (1d6) Attribute (no Armour).	
Frenzied Lord	Nemesis NPC	**Aura 2:** +5 End Dmg and +1 Crit Dmg vs characters in the Aura area at the start of your Turn.	
Horrifying	Nemesis NPC	All non-Companion enemies suffer 14 Endurance damage at the start of Combat. » 10 if they're Trained in Resolve, or 6 if they also have a Resolve Toolbox.	
Immortal	Nemesis NPC	+3 Recovery. Reduce all Attribute damage (after armour) against you by 2 to a minimum of 1 (Stacks). Resistance 2 (Stacks).	
Massacre	Nemesis NPC	+2 Max Momentum. **Momentum 1:** Twice per Round: An enemy within your Ideal Range suffers 5 General Damage.	
Mind Control	Nemesis NPC	Twice per combat: Give a suitable enemy 2 Spare Time Points and take their Turn (no self-harm).	-2 Attribute/Durability points.
Monstrous	Nemesis NPC	+4 Attribute/Durability points.	
Onslaught	Nemesis NPC	**Critical Hit** grants all of your Weapons +1d6 Hit until the end of the Combat (Stacks up to +4d6).	
Phase	Nemesis NPC	After you suffer X Attribute damage: Gain a new Weapon that would cost X Resources.	
Rejuvenation	Nemesis NPC	Heal 2 Attribute / 3 Durability points at the end of your Turn.	-2 Attribute/Durability points.
Resilient	Nemesis NPC	+50 Endurance.	
Reveal Weakness	Nemesis NPC Not Durability	Strong Hit: **Reveal Weakness:** Select an Attribute: all other Attributes gain +2 Armour (Does not Stack) until this Attribute is hit (ie: via **Critical Hit**, even if it suffers no damage).	
Shocking	Nemesis NPC	Your **Critical Hits** also applies Bleed, **Poison** or Suppress to all damaged characters.	-2 Attribute/Durability points.
Slow & Deadly	Nemesis NPC	+4 End and +1 Crit Dmg, all Weapons. Gain a Recovery at the end of each Turn.	-1 Action per Turn. -2 to all Movement.
Summoner	Nemesis NPC	Add two Henchmen Groups to this Combat with -6 Bodies. Strong Hit: **Summoner:** Add a Body to each of your Henchmen Groups (even if they have 0 Bodies), and these Bodies may act this Turn.	
Swift	Nemesis NPC	+1 Action per Turn.	-3 Attribute/Durability points.
Telegraph Target	Nemesis NPC	Marked Target: At the start of the Round (before any Character acts), openly select a character. Gain Strong Hit +2 against this Marked Target with your first Action during your Turn.	-5 Combat Order.
Telegraph Zone	Nemesis NPC	Marked Space: At the start of the Round (before any Character acts), openly select 2 spaces. At the start of your Turn all enemies within 1 of these Marked Spaces suffer 5 General Damage.	-5 Combat Order.
Warlord	Nemesis NPC	Add a Henchmen Group, Troop Group or Skilled to this Combat.	
Zone Feed	Nemesis NPC	**Aura 2:** Once per Turn transfer 1 Momentum from all enemies within Aura to yourself. **Aura 6:** Enemies suffer 3 General Damage per Momentum spent within Aura.	

Species (Select One)

Species	Requirements	Benefits	Disadvantages
Creet		+1 Construction and Forestry. Resistance 2 (Stacks). Calm animals do not have run/eat instincts towards you. Your Camp gains +1 Planning.	-2 max Intelligence. -1 Metallurgy.
Dracim (Neph Spawn)		+1 Leadership and Monsters. +1 to all Acquisition Rolls. +2 End Dmg, all Weapons.	-2 max Reflexes. Complication: Neph's Decline and prejudice from many people.
Kaltoran		+1 Sophistication, Awareness and two other Skills. +1 Grit Re-Roll point. Visibility Cover -1, all Weapons. You share memories with your ancestors: » May use Skills to perform Ancestral Memory Arcane Rolls (pg: 35).	Increase all Untrained Skill Roll penalties by 1 (normally -2). Complication: Prejudiced (grudge, rivalry, hatred, etc...) against a group of people or type of monster.
Legion		+1 Physical, Resolve and Brawn. +1 Armour. May function without air for 5 minutes a day and in arctic (cold temperature, walking on ice or through thick snow, etc...) environments without penalty.	-2 max Mobility. Weak at 0 Endurance (-1 Armour). Complication: Inner Fire.
Remnant		+1 Persuasion and Apothecary. +2 Attribute/Durability points. May function in non-critical temperature environments (desert heat, arctic cold, etc...) without penalty.	Complication: Prejudice from Holy Kingdom of Catla. Suffering 2+ Attribute damage from a single Attack: causes you to Bleed.
Tolatl		+1 Wealth and Stealth. You're Trained in an additional Skill. Your tail counts as an extra hand (may not carry Large items). Perk: You're Tiny. Your Camp gains +1 Authority. +2 Defence if you're an NPC.	-2 max Strength. -2 Equipment Slots.
Twi-Far		+1 Metallurgy and Pathfinder. +1 current and max Resources. You share a bond with a spirit inside you: » **Spirit Strike:** One of your Weapons gains the Innate Keyword and loses the Large Keyword. » May use Skills to attempt one Essence Arcane Roll (pg: 38) per session that matches your Spirit Strike's Magic type (ie: Metallurgy Skill for Fire). » Does not allow the selection of Traits and other options with the Essence Requirement. May function in non-critical desert and hot environments without penalty.	-2 max Focus. Complication: Prejudice from Creet, Dracim and giants.
Twin Blooded		+1 Insight and Culture. Select Two: » **Creet:** Resistance 1 (Stacks). » **Dracim/Neph Spawn:** +1 End Dmg, all Weapons. » **Kaltoran:** Reduce all Untrained Skill Roll penalties by 1 (normally -2, Stacks) (+1 Defence if you're an NPC). » **Legion:** +6 Endurance. » **Remnant:** +1 Attribute/Durability Point, -1 Combat Order. » **Twi-Far:** +1 Grit Re-Roll point. May have up to two suitable Traits or other options with a Species Requirement.	-2 max Grit. Complication: You may not procreate (unless you're part Neph Spawn), and prejudice from high born. Your Camp suffers -1 Authority (Does not Stack).

Species	Requirements	Benefits	Disadvantages
Automaton / Golem (FLESH / Robot)	GM Permission 2 Kn	+1 Resolve and Metallurgy. +1 Armour. May function in many hostile environments (no oxygen, cold, vacuum, etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty. May have up to two suitable Traits or other options with a Species Requirement.	-2 Attribute/Durability points (-1 if you're a Skilled NPC). May only choose to move with the Prep Action. Complication: Prejudice from many people.
Elemental / Dryad / Nymph (Zhou)	GM Permission 1 Kn	+1 Physical and Pathfinding. Your body is Zhou goo and various materials you've eaten: » May function in all non-heat-based hostile environments without penalty. » Immune to all sicknesses, illness (including Strong Hit effects) and may eat any organics. » May use Skills to perform Ancestral Memory or Wylding Arcane Rolls (mutation on self, see Zhou Body Morph in the Fragged Empire Rule Book pg: 29). Your Camp gains +1 Planning. +1 Defence (+2 if you're an NPC). May have up to two suitable Traits or other options with a Species Requirement.	-2 max Intelligence (-3 if Tiny, +1 if Big). Weak vs Fire (+2 End Dmg). Complication: Obsession with eating (more intense if Big) and prejudice from many people. Your Camp suffers -1 Supplies (Does not Stack).
Elf (Fey Kaltoran)	GM Permission 2 Kn	+1 Stealth and Forestry. Arcane connections: » May use a Skill to attempt two Enchantment or Essence Arcane Rolls per session (pg: 30). » Does not allow the selection of Traits and other options with Enchantment or Essence Requirements. +1 Grit Re-Roll point. Visibility Cover -1 (-2 if you have Enchanter or Spirit Friend Resources Trait), all Weapons. Your Camp gains +1 Planning.	-1 Metallurgy. Complication: Prejudice from those who know your true nature (especially Kaltorans) and you get sick when away from healthy wild nature for a full day.
Kaltoran - Dark Past	GM Permission	+1 Awareness and Stealth. +1 Grit Re-Roll point. Reduce all Untrained Skill Roll penalties by 1 (normally -2, Stacks). Visibility Cover -1, all Weapons. You share memories with your ancestors: » May use Skills to perform Ancestral Memory Arcane Rolls (pg: 35).	-2 max Focus. Complication: Unwanted Ancestral Memories and Prejudice from other Kaltorans.
Therianthrope (Werewolf)	GM Permission 1 Kn	+1 Forestry and Pathfinder. Once per combat: Transform into a monster and gain +1 Momentum (+2 if you're a Nemesis). Select One: » **Creet/Legion:** Resistance 1 (Stacks). » **Dracim/Remnant/Twi-Far:** +1 End Dmg, all Weapons. » **Kaltoran:** Reduce all Untrained Skill Roll penalties by 1 (normally -2, Stacks) (+1 Defence if you're an NPC). May have up to two suitable Traits or other options with a Species Requirement. Visibility Cover -1, all Weapons.	Weak vs Silver (+2 End Dmg). Complication: Prejudice from those who know your true nature and lose control during full moons. Your Camp suffers -1 Supplies (Does not Stack).
Vampire Thrall / Dhampir	GM Permission 3 Kn	May enchant minds, bend time, perceive Nix/Fey Dust and interact with wraiths. » May select Traits and other options with the Enchanter Requirement. » May use Skills to perform Enchanter Arcane Rolls (pg: 36). Select One: » **Creet:** +1 Forestry and Monsters. » **Dracim:** +1 Leadership and Monsters. » **Kaltoran:** +1 Sophistication and Monsters. » **Legion:** +1 Resolve and Monsters. » **Remnant:** +1 Persuasion and Monsters. » **Twi-Far:** +1 Insight and Monsters. May have up to one suitable Trait or other option with a Species Requirement. Low Light Cover -1, all Weapons. May function in many hostile environments (no oxygen, cold, vacuum, etc...) without penalty. **1Bt:** Rise from the dead if you were not killed by vampire slaying items or sunlight.	Complication: Prejudice from those who know your true nature and you need to drink blood. Suffer 1 damage (no Armour) to a random Attribute, if exposed to sunlight (ie: move into or start your Turn in sunlight without precautions (such as a hooded cloak)). Your Camp suffers -1 Planning (Does not Stack).

NPC Species (Select One)

Species	Requirements	Benefits	Disadvantages
Beast	NPC	May move 2 spaces at the start or end of your Turn (Stacks).	
Brute	NPC	+8 Endurance.	
Frenzied	NPC	Sure Strike grants 2 Momentum (normally 1).	-1 Attribute/Durability point.
Flyer	NPC	May Fly. +1 Defence.	Weak while flying (+1d6 Hit Dice).
Horror	NPC	When an enemy Attacks you they suffer 3 Endurance damage (2 if they're Trained in Resolve or 1 if they also have a Resolve Toolbox).	
Nasty	NPC	+2 End Dmg, all Weapons.	
Noxious	NPC	+4 Endurance. Characters damaged by you suffer -2 Max Endurance damage (-3 if you're a Nemesis, Stacks).	
Child of Pol (Mechonid)	NPC	**Aura 30:** Pol's Curse: At the start of your Turn all enemies suffer 3 Endurance damage (5 if you're a Nemesis). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.	
Chomper	NPC	Perk: You're Tiny! Focus and Intelligence Attributes gain +2 Armour.	
Demon of Dos	NPC	May Teleport. Characters who attack you two or more times a Turn suffer -2 Max Endurance damage (Stacks). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.	
Drake	NPC	**Momentum 2: Aura 8:** A character outside Heavy/Entrenched Cover suffers 4 General Damage.	-1 Combat Order.
Ethereal Spirit (Faren)	NPC	May Fly and are Incorporeal. Strong vs a specific Magic type (gain 1 Momentum). **Momentum 1:** Once per Round, Arcane Mix 1. May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.	Weak while flying (+1d6 Hit Dice).
Fey (Nanite-Infested)	NPC	Once per Combat: May Teleport. +2 Defence. May use Skills to perform Enchanter Arcane Rolls (pg: 36).	
Fungizombie	NPC	Resistance 2 (4 if you're a Nemesis, Stacks). Strong when suffering Attribute damage from an enemy (gain 1 Momentum). After killing a suitable target: A nearby Henchmen or Troop group gains +1 Body.	May only move once per Round.
Giant	NPC	Perk: You're Big! Gain 7 Endurance per point of Strength (normally 5). All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).	
Slime	NPC	Reduce all Attribute damage (after armour) against you by 1 to a minimum of 1 (Stacks). Resistance 1 (Stacks).	Weak vs Cleave (+2 End Dmg).
Troll	NPC	Heal 4 Endurance (6 if you're a Nemesis) at the end of your Turn. May use Skills to perform Ancestral Memory Arcane Rolls (pg: 35).	
Wraith (Echo)	NPC	May Teleport and are Incorporeal. Strong Hit: **Haunt: Aura 30:** All enemies suffer 3 Endurance damage. Strong vs Attacks you can't perceive (+2 Armour).	
Wyvern	NPC	May Fly. Characters damaged by you suffer -1 Max Endurance damage (-2 if you're a Nemesis, Stacks).	Weak while flying (+1d6 Hit Dice). -1 Defence.

Species	Requirements	Benefits	Disadvantages
Angel of Akh/Ath	NPC	May Fly. +2 Resources (+3 if you're a Nemesis). Low Light Cover -1, all Weapons. May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...) without penalty.	Weak while flying (+1d6 Hit Dice). You're defeated: 1 PC (3 if you're a Nemesis) gains 1 Glory unit.
Dragon	Nemesis NPC	May Fly. Perk: You're Big! May use Skills to perform Wylding Arcane Rolls (pg: 42). Momentum 3: A character outside Heavy/Entrenched Cover suffers 5 General Damage.	Weak while flying (+1d6 Hit Dice). You're defeated: 3 PCs gain 1 Glory unit.
Eternal Deity (Sci-Fi Visitor)	NPC	Gain a 2nd Species from Fragged Empire 2 (ie: Corp, Kaltoran, etc...). Gain a Utility. May use items from Fragged Empire 2. Strong vs non-magic Outfits (+1 Crit Dmg) and non-magic Weapons (+1 Armour). Your physical avatar may die, but your true form can only be killed by another deity.	You're defeated: 1 PC (3 if you're a Nemesis) gains 1 Glory unit.
Jinn (Demon of Dos & Twi-Far)	Nemesis NPC	May Fly and Teleport. Momentum 1: Arcane Mix Any. May use Skills to perform Enchanter and Essence Arcane Rolls (pg: 30). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...), and immunity to sickness and disease (including Strong Hit effects) without penalty.	Weak while flying (+1d6 Hit Dice). Weak vs your master (-1d6 Skill Rolls and Hlt Dice). You're defeated: 3 PCs gain 1 Glory unit.
Vampire	NPC	+3 Attribute/Durability points. Low Light Cover -2, all Weapons. May use Skills to perform Enchanter Arcane Rolls (pg: 36). May function in many hostile environments (no oxygen, cold, vacuum, low radiation etc...) without penalty. May only be killed (or harmed at all if you're a Nemesis) by sunlight and foes with Vampire slaying items that are deemed to work by the GM (ie: alchemical/wylding holy water, garlic, silver, techno-magic holy items, wyldwood steaks, etc...).	Suffer 2 damage (no Armour) to a random Attribute, if exposed to sunlight (ie: move into or start your Turn in sunlight without precautions (such as a hooded cloak)). You're defeated: 1 PC (3 if you're a Nemesis) gains 1 Glory unit.

Advancement Traits

Level	Requirements	Benefits	Disadvantages
Champion	Min Lv 14 Not NPC	+1d6 Hit, all Weapons. When you gain a Level you may gain one of the following rather than a Trait: » +1 max Resources and Influence. » +1 to a Skill (Stacks up to +2).	May not Retro this Trait. Non-Henchmen NPCs gain +2 Attribute/Durability points, and Henchmen gain +1 Body (Stacks).
Legend	Min Lv 14 Not NPC	Gain +1 Spare Time Point per session (normally 1). When you gain a Level you may gain one of the following rather than a Trait: » Become Trained in a new Skill. » +1 to two different Skills (Does not Stack).	May not Retro this Trait. Non-Henchmen NPCs gain +2 Attribute/Durability points, and Henchmen gain +1 Body (Stacks).
Pinnacle	Min Lv 14 Not NPC	Immediately select and take a 2nd Trait for an Attribute (normally limited to 1). When you gain a Level you may gain one of the following rather than a Trait: » +1 Attribute point (may not go above max). » +1 to a Skill (Does not Stack).	May not Retro this Trait. Non-Henchmen NPCs gain +2 Attribute/Durability points, and Henchmen gain +1 Body (Stacks).

Resources	Requirements	Benefits	Disadvantages
Backup Weapon	Not NPC 1 Kn	Gain a free non-Innate Weapon that would have cost '2 Resources and 0 Knack' if you already have a non-Innate Weapon that costs at least 2 Resources.	
Big Spender	Not NPC 2 Kn	3 Weapons and/or Outfits that would cost 4 or more Resources, cost -1 Resource. +2 to all Acquisition Rolls over 13t.	-2 to all Acquisition Rolls under 14t.
Equipped		May gain 1 (2 if you're an NPC) additional Utility (normally limited to 1). +1 to a Skill that you're not gaining a 4+ Attribute bonus to (Does not Stack).	
All-Monk	Not Automaton	The All-Being may help you through healing, health, protection and wisdom. » May select Traits and other options with the All-Power Requirement. » May use Skills to perform All-Power Arcane Rolls (pg: 32).	Complication: Moral Code (if you don't have one) and the All-Being is observing you.
Enchanter / Demonist of Dos / Oracle of Nix / Ta'Di Soothsayer / Fey Witch	Not Elemental	May enchant minds, bend time, perceive Nix/Fey Dust and interact with wraiths. » May select Traits and other options with the Enchanter Requirement. » May use Skills to perform Enchanter Arcane Rolls (pg: 36).	Complication: NPCs who know of this power will be cautious of you. Complication if you're also an techno-mage or wylding wielder: Dos is observing you.
Spirit Friend / Ta'Di Seer		May commune with ethereal and elemental spirits, and borrow their powers. » May select Traits and other options with the Essence Requirement. » May use Skills to perform Essence Arcane Rolls (pg: 38).	Complication if you're not a Twi-Far: Ethereal spirits are observing you.
Techno-Mage / Fiend Smith		May work with divine materials. » May select Traits and other options with the Techno-Mage Requirement. » May use Skills to perform Techno-Magic Arcane Rolls (pg: 40).	
Wylding Wielder / Druid / Twister	Not Automaton or Tolatl	May use wylding to heal, harm, alter or grow living things. » May select Traits and other options with the Wylding Requirement. » May use Skills to perform Wylding Arcane Rolls (pg: 42).	Complication: Civilised NPCs who know of this power will be cautious of you.
Arcane-Hunter		Strong vs Nemesis NPCs and characters that can perform non-Ancestral Memory Arcane Rolls (+2 Hit and End Dmg). You're skilled at hunting arcane users. » May select Traits and other options with the Hunter Requirement.	Complication: Prejudice from characters that can perform non-Ancestral Memory Arcane Rolls.

Influence	Requirements	Benefits	Disadvantages
Adventurer		+1 to 3 different Skills that you're not gaining a Species bonus to (Does not Stack).	Complication: City guards are warry of you.
Agent of Crown		You have limited authority over nobles and national interests. Your Camp gains +2 Authority.	Complication: NPCs are observing you.
Agent of Faith		You have moderate authority over some who share your religion. Your Camp gains +2 Authority.	Complication: NPCs are observing you.
Agent of Nobility		You have lots of authority based on land and your liege's influence. Your Camp gains +2 Authority.	Complication: NPCs are observing you.
Guild Magnate		You have moderate authority over some who work with your guild. Your Camp gains +2 Work.	Complication: NPCs are observing you.

Strength	Requirements	Benefits	Disadvantages
Frail	Max Str 1	+1 Grit Re-Roll point. You may spend a Grit Re-Roll point to force an enemy to re-roll an Attack that was aimed at you.	-1 Leadership. -5 Endurance.
Young / Small	Max Str 1	NPCs tend to underestimate you. If you're not a Legion you may gain the Perk: You're Tiny. +1 Defence. +8 Endurance.	-1 Leadership. -1 Attribute/Durability point.
Old	Max Str 3 Max Mob 3	Gain 2 Perks. Gain 1 Knack (lost if you Retro this Trait).	-1 Physical. -1 Recovery.
Dangerous Blood	Dracim or Twi-Far	Aura 2: When you receive Attribute damage all enemies suffer the Strong Hit option Burn - Dangerous Blood: All enemies within the Aura area suffer 3 General Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).	
Metal Muncher	Creet, Not Twin Blooded	+1 Metallurgy. You may eat and digest metals (ie: coins, metal bars, etc...). Resistance 1 (Stacks).	-1 Wealth. -1 Defence.
Eye Candy		You're attractive (may grant a +1 or +2 bonus to Persuasion and Leadership Skill Rolls). Your Camp gains +1 Authority.	
Power Strike		'Strong vs/with/when' also grants: +2 Hit and End Dmg (Stacks upto +4). +1 max Momentum.	
Practiced	Min Str 2	+1 to 2 different Skills that you're not gaining a 4+ Attribute bonus to (Does not Stack). Strong Hit: Quick Work: You complete this technical task very quickly.	
Tough	Min Str 3	+6 Endurance.	
Massive	Min Str 4	+2 End Dmg, 2 Handed. +1 Equipment Slot. If you're a Dracim, Legion or Remnant gain Perk: 'You're Big' and gain +2 max Strength.	-2 Defence. -1 Combat Order.
Unbreakable	Min Str 5	Your "+2 Armour vs an Attack (Stacks)" effects become "+3 Armour vs an Attack (Stacks)."	

Reflexes	Requirements	Benefits	Disadvantages
Portly	Max Ref 2	+8 Endurance.	-2 Defence.
Trained Killer	Max Ref 2	+3 Hit, all Weapons.	
Dark Sense	Creet, Dracim, Kaltoran or Twi-Far 1 Kn	You can perceive in darkness or have very keen non-visual senses (being blind is less restrictive to you). Visibility Cover -2, all Weapons.	Complication: Sudden shocks to your keen senses (ie: bright light) may Suppress you, and different things may obscure your perception (ie: smells or sounds grant enemies cover).
Eagle Eyed	Kaltoran or Hunter	+1d6 Hit Dice with your first Attack per Round.	-6 Endurance.
Tooth & Claw	Dracim or Remnant	Aura 2: At the end of your Turn an enemy suffers 3 General Damage.	
Twin Edge	Tolatl or Hunter	Daggers and Dueling Blades grant their 'Strong with Quick Strike (+2 movement)' and 'Strong with Overwatch/Quick Strike (+1 Momentum)' to your other Weapons while they're drawn.	
Dexterous		Quick Strike and Overwatch gain: Hit +Ref.	
Quick Draw		+1 Combat Order. Strong when you're gaining a Surprise Round (+1d6 Hit Dice). No Draw, all non-Shield Weapons.	
Flexibility	Min Ref 2 Not Creet or Legion	Specialist Bonus: bending your body. Your Immune to Tackle and Puncture if you have Endurance and are not wearing a Heavy Outfit. +1 Defence.	
Evade	Min Ref 3	+1 Combat Order. Strong vs 6d6+ Hit Dice (+1 Armour).	
Lightning Reflexes	Min Ref 4	+1 Combat Order. You always gain a Surprise Round, even if nobody is surprised.	
Agility	Min Ref 5	+2 Combat Order. Strong vs distance 4+ (+4 Defence).	

Mobility	Requirements	Benefits	Disadvantages
Slow & Steady	Max Mob 2 1 Kn	All Actions allow you to move (Does not Stack with existing movement, and not while Mounted). Your Camp gains +1 Planning.	The Reposition Action and Dagger do not grant a bonus to Movement (normally +2). Your Camp suffers -20% Travel Speed.
Solid Build	Max Mob 2	Resistance 1 (Stacks).	-1 Defence. -1 Combat Order.
Jumpy	Remnant or Tolatl	Move 1 space at the end of each of your Actions. +1 Combat Order.	
Flight	Dracim or Essence 2 Kn	You may Fly for 2 hours a day while not wearing a Heavy Outfit.	Weak while flying (+1d6 Hit Dice).
Portal	Essence 3 Kn	Twice per session: Teleport 4 spaces during your Turn or **Aura 4:** Allow your or an ally's next Attack to be treated as if it were performed from any other location within the Aura area.	
Bully	1 Kn	+1 End Dmg, all Weapons. Companions and Henchmen do not gain +End Dmg per Body against you (normally +1 per Body).	-2 Defence.
Duck & Weave	Not Big	You may freely move through any Character's space (normally Difficult Terrain and/or require a Physical Skill Roll of 14).	
Dash	Min Mob 2 1 Kn	Reposition grants Move +2 and (normally 'or') Cover +1.	
Trample	Min Mob 3	Your Mount gains 'Beast Attack (Momentum -1)'. +2 (+1) Movement, Mount.	
Martial Dodge	Min Mob 4	Strong when you're wearing a Light Outfit and ending your Turn 4+ spaces from your starting location (+1 Armour until your next Turn). Strong vs Overwatch (-2d6 Hit Dice).	-4 Endurance.
Sprint	Min Mob 5	Reposition grants Move +4 (normally +2). +2 Defence.	

Focus	Requirements	Benefits	Disadvantages
Fury	Max Foc 2 1 Kn	When you Hit a character who has caused you Attribute Damage: gain 1 Momentum.	Complication: You're prejudiced against a group. -1 Defence.
Vengence	Max Foc 2	Twice per Combat: After you receive Attribute damage: Your next Attack during this Combat gains Strong Hit +1 (Does not Stack). +2 Recovery.	
Divine Authority	Tolatl or All-Power	Gain an Innate Resolve Toolbox. You and all allies gain +1 End Dmg (Stacks, only to +1 if they're your Companion). Your Camp gains +1 Authority.	
Insatiable Hunger	Dracim or Kaltoran	**Aura 2 (Aura 3 if you're an NPC):** Twice per Round: When you kill an organic character (or suitable allies dies if you're an NPC): you gain a Recovery. +1 Recovery. +1 max Momentum.	Your Camp suffers -1 Supplies.
Mighty Roar	Dracom or Legion	Gain an Innate Leadership Toolbox. **Aura 4:** When you spend Momentum an ally Heals 2 Endurance and an enemy suffers 2 Endurance damage (Stacks).	
Ambitious		+2 to all Acquisition Rolls. Your Camp gains +1 Transport.	
Tenacious		Heal 1 Attribute damage on your character at the end of each session.	
Adrenaline	Min Foc 2	Once per Combat after your Endurance is reduced to 0: Immediately gain a Recovery and your next Attack during this Combat gains Strong Hit +1. +2 Recovery.	
Patient	Min Foc 3 Not NPC	+1d6 Hit Dice per 3 unspent Momentum (Stacks). +2 max Momentum.	
Expert	Min Foc 4 3 Kn	Immediately select and take a 2nd Trait for a 'Resource, Influence, Attribute or non-Combat Skill' (normally limited to 1).	Skill Roll bonuses from this 2nd Trait do not Stack with Skill Roll bonuses from your 1st Trait.
Multitasker	Min Foc 5	The Prep Action allows you to select 3 different options (normally 2). Your Camp gains +1 Planning.	

Intelligence	Requirements	Benefits	Disadvantages
Erratic	Max Int 1	+3 Combat Order Strong vs lower Combat Order (+1d6 Hit Dice). Strong vs higher Combat Order (+1 Crit Dmg).	-2 Defence. Weak vs higher Combat Order (-1 Armour).
Block Head	Max Int 2	+1 Resolve. Resistance 1 (Stacks).	-2 Defence.
Ancestral Spirit	Kaltoran or Essence	Strong Hit: **Ancestral Memory:** Gain first hand insight into a current situation or +1 to your next Acquisition Roll this session (GMs choice) (Does not Stack).	
Devious	Tolatl or Hunter	Enemy 'Weak vs/with/when' also grants you: +2 Hit and End Dmg. +1 max Momentum.	
Creative	1 Kn	+1 to a Skill that you're not gaining a 4+ Attribute or Species bonus to (Does not Stack). Triggering two or more **Efforts** with an Acquisition Roll grants you: +1 Spare Time Point.	1 Kn to Retro this Trait.
Schemer		+1 to a Skill that you're not gaining a Species bonus to (Does not Stack). Strong Hit: **Scheme:** Gain +2 to this roll (Stacks). +1 Combat Order.	
Inquisitive		+1 to 3 different Skills that you're not gaining a 4+ Attribute bonus to (Does not Stack).	
Foresight	Min Int 2 1 Kn	At the start of combat you may do one of the following: move 4 spaces, make a Skill Roll (ie: Stealth) or add a space of Heavy Physical/Visibility Cover to an adjacent space.	-1 Combat Order.
Studious	Min Int 3	You may perform 1 free Modification Acquisition Roll per session.	-1 to all Acquisition Rolls. 1 Kn to Retro this Trait.
Educated	Min Int 4 1 Kn	You're Trained in an additional Skill. Your Camp gains +1 Work.	
Sage	Min Int 5 2 Kn	Gain an Innate Toolbox for any single Skill. +1 to 3 different Skills that you're not gaining a 4+ Attribute or Species bonus for (Does not Stack). Your Camp gains +1 Work.	

Grit	Requirements	Benefits	Disadvantages
Rage	Max Grit 1 Not NPC	**Momentum 1:** Once per Combat: Your next Attack gains Strong Hit +1. Strong vs characters you're prejudiced against (+2 End Dmg).	You may never gain Entrenched Cover. Complication: You're prejudice against a group.
All In	Max Grit 2 GM Permission	Gain twice as many Unexpected Consequences from Skill Rolls (normally up to 1). Strong Hit: **Effort** also grants a +1 bonus to your roll (Stacks).	
Arcane Void	Creet or Hunter	Strong vs Magic (Light Magic Cover). Specialist Bonus: removing and countering magic.	
Hardened	Legion	Reduce 'Weak at 0 Endurance' Armour penalty by 1.	-10 Endurance.
Gather Power	Twi-Far or Wylding	Strong Hit: **Build Momentum** (Once per Round) Gain 1 Momentum.	-1 max Momentum.
Inner Darkness		+1 Grit Re-Roll point for every 2 Complications that you have (Stacks up to +2).	Complication: You have a Psychological Condition.
Fortunate		+1 to a Skill that you're not gaining a 4+ Attribute bonus to (Does not Stack). Once per session, one of your rolls gains an additional positive Unexpected Consequence of the GM's choice. May activate this after the roll has been made, but before the outcome is described by the GM.	
Lucky	Not NPC	When you perform a Grit Re-Roll you may re-roll a single die (normally all dice). Strong vs damage that would reduce one of your Attributes to -1 or below (+1 Armour).	
Flashback	Min Grit 2 GM Permission	Once per session a Grit Re-Roll point may be spent to add or alter a major element (not Cover, ie: an NPC contact, pre-planting a Trap Utility item, etc...) to an encounter if you can roll 3+ on a 1d6 and justify this alteration through a short narration about how you prepared for the current situation.	
Contemplation	Min Grit 2	+1 Attribute/Durability point.	
Risk Assessment	Min Grit 3	+1 to all Acquisition Rolls. **Aura 4:** Once per Combat: You or an ally gain +1 Armour vs a **Critical Hit** (Stacks).	-2 Combat Order.
Unyielding	Min Grit 4	Three times per session: You may use your Grit in place of another Attribute for an Action or for a 4+ Attribute Skill bonus with a Skill/Acquisition Roll.	
Vagabond	Min Grit 5	+1 End Dmg, all Weapons. Strong Hit: **Vagabond** (Grit Re-Roll, Once per Roll) Regain this spent Grit Re-Roll point. Your Camp gains +1 Planning.	

Primary Skill Traits

Wealth	Requirements	Benefits
Lackeys	Tolatl or Essence	+1 Persuasion. +1 Durability, Ally. +1 Body, all Companions (Ally still has the Individual Keyword).
Old Money	Kaltoran, Legion or Tolatl	+1 Persuasion and Sophistication. Strong Hit: Prosperity - Inheritance (Acquisition Roll) Gain a Coin or Precious Trade Good (GMs choice) at a difficult location (ie: a recently deceased rich uncle, etc...). The GM is encouraged to locate multiple Trade Goods from this effect at the same location.
Well-Stocked	Creet or Techno-Mage 1 Kn	+1 Sophistication. One Weapon or Utility with '1 or 2 Uses' gains '+1 Use' (set when you select this Trait or gain a new Weapon or Utility). Your Camp gains +1 Transport.
Collector		+1 Persuasion and Sophistication. Specialist Bonus: art and appraise value +1 Hit and End Dmg per 2 Precious Trade Goods that you own (may be stored at your Camp) (Stacks up to +3).
Looking Good		+1 Persuasion and Sophistication. Specialist Bonus: clothing and style. Your Outfit counts as a Persuasion and Leadership Toolbox.
Merchant	1 Kn	+1 Persuasion and Sophistication. Specialist Bonus: trade routes. 3 Trade Goods may be exchanged for +1 current Resource (normally 4 for +1). Your Camp gains +1 Supplies.
Smuggler		+1 Persuasion and Sophistication. Specialist Bonus: illegal and hidden items. Strong Hit: Prosperity - Smuggler (Acquisition Roll) Gain an illegal Trade Good (type set by GM) at another location (ie: at a fence's pickup site).
Stewardship		+1 Persuasion and Sophistication. When you Assist or are Assisted, you grant or receive: +2 to the Roll (normally +1, Stacks up to +4).

Persuasion	Requirements	Benefits	Disadvantages
Pick Thought	Enchanter	+1 Leadership, Insight and Cunning. Strong Hit: Pick Thought (Persuasion or Leadership) Read the surface thoughts of a character.	
Soothing Voice	Kaltoran or Essence	+1 Leadership and Insight. You and your allies gain +2 Recovery (Does not Stack). Your Camp heals +1 Max Endurance Damage.	
Mind Haze	Enchanter or Wylding	+1 Leadership and Insight. Strong Hit: Mind Haze: A nearby character who is not a Nemesis or in Combat forgets the last 10 minutes.	Complication: NPCs who know of this power will be cautious of you.
Charming		+1 Leadership and Insight. Specialist Bonus: charming people. Perk: Contact, that is in many urban locations. Your Camp gains +1 Authority.	
Connections		+1 Leadership and Insight. You may perform Persuasion Skill Rolls to meet an old friend in your local area. You create this NPC and your connection to them. Roll failure means they can not help you at this time.	
Performer		+1 Leadership and Insight. Specialist Bonus: acting and deception. +2 Defence. Your Camp gains +1 Rest.	Weak with Cover or Shield (-2 Defence).
Swindler		+1 Leadership and Insight. +2 to all Skill and Acquisition Rolls where there is a chance of you getting into social trouble. 16t: Gain 2 Trade Goods (type set by GM) (normally 12t for 1).	You may not re-roll Skill and Acquisition Rolls that would get you into social trouble. Your Camp suffers -1 Supplies.
Taunt		+1 Leadership, Insight and Brawn Strong Hit: Taunt: All damaged characters (or a character that you have made a Persuasion or Leadership Skill Roll towards) have an increased desire to Attack you and suffer Strong Hit -1 on their next Attack if it is not against you (Stacks).	

Leadership	Requirements	Benefits	Disadvantages
Command	Legion or Tolatl Not NPC	+1 Insight, Resolve and Brawn. **Momentum 1:** An ally gains +1 Momentum. Your Camp gains +1 Authority.	
Dominate	Enchanter or Wylding 4 Kn	+1 Insight and Resolve. Strong Hit: **Dominate** (Twice per Session, Double Strong Hit) Select your target's next Action (and choose their Attack target and movement location – no self-harm) OR control them for 5 minutes outside Combat.	Complication: NPCs who know of this power will be cautious of you.
Inspirational	1 Kn	+1 Insight and Resolve. Specialist Bonus: oratory and encouragement. Allies gain 'Strong vs any character or Henchmen/Companion group that you Attacked during your last Turn with their first Attack (+1d6 Hit Dice) (Does not Stack)'.	
Intimidating		+1 Insight, Resolve and Brawn. Specialist Bonus: fear and torture. Strong Hit: **Intimidate:** You gain Light Mental Cover (no Stealth) against a non-Nemesis character until your next Turn (Stacks).	Your Camp suffers -1 Rest.
Marshall	1 Kn	+1 Insight and Resolve. You may perform 1 free Camp Acquisition Roll per session. Your Camp gains +2 Authority.	-1 to all Acquisition Rolls.
Preacher		+1 Insight and Resolve. Specialist Bonus: oratory and apologetics. **Aura 6:** Your Overwatch and Take Aim Actions grant an ally +2 Hit or End Dmg on their next Attack (Does not Stack).	Complication: NPCs are observing you.
Presence		+1 Insight and Resolve. Increase all of your Aura distances by 1 (Stacks). Your Camp gains +1 Authority.	

Insight	Requirements	Benefits	Disadvantages
Ancient Insight	Creet or Kaltoran	+1 Resolve and Monsters. Masterwork Modifications cost you 22t, 1 Kn and 1 Resource (normally 26t, 1 Kn and 2 Resources).	1 Kn to Retro this Trait.
Mind Whisperer	Twi-Far or Enchanter 1 Kn	+1 Resolve and Monsters. Strong vs Enchanters/Fey (Strong Hit +1). **Aura 40:** You may secretly speak to friendly minds.	Weak vs Enchanters/Fey (Strong Hit +1).
Spirit Guide	Twi-Far or Essence	+1 Resolve and Monsters. Your spiritual guide may give you advice. +1 to 2 different Skills that you're not gaining a 4+ Attribute or Species bonus to (Does not Stack).	
Consequences		+1 Resolve and Monsters. Three times per session you may select a positive Unexpected Consequence* for a Skill Roll that succeeds by 4 or more (normally selected by the GM).	*May not be used to perform Acquisition Rolls.
Diplomat	1 Kn	+1 Resolve and Monsters. Specialist Bonus: politics and negotiation. Increase all of your Aura distances by 1 (Stacks). Your Camp gains +1 Authority.	
Linguist		+1 Resolve and Monsters. Specialist Bonus: languages. Gain a Language. **14t:** Gain 1 Language (normally 1 Knack).	1 Kn to Retro this Trait.
Read Motives		+1 Resolve and Monsters. Specialist Bonus: reading motives. +2 Combat Order. Your Camp gains +1 Authority.	
Sadistic		+1 Resolve and Monsters. Strong vs 0 Endurance (Cleave +1, Does not Stack).	Your Camp suffers -1 Rest.

Culture	Requirements	Benefits	Disadvantages
Sacred Cult	Creet, All-Power or Techno-Mage	+1 Wealth and Sophistication. Specialist Bonus: a specific god, dimigod, holy figure or niche ideology. May Meditate in place of Group requirement for Arcane Rolls if you also suffer a negative Unexpected Consequence: One hour in place of each extra user.	
Pit Fighter	Creet or Dracim 1 Kn	+1 Wealth. Specialist Bonus: tournaments and slavery. +1d6 Hit Dice, all Weapons.	-2 Hit, all Weapons.
Bandit		+1 Wealth and Sophistication. Specialist Bonus: crime and poverty. **Aura 1:** Twice per Combat: Shift a non-Splash/Cleave Attack from yourself onto an ally.	
Bounty Hunter	1 Kn	+1 Wealth. Strong vs Marked (+1d6 Hit Dice). Strong Hit: **Mark:** You and all allies gain +1 Hit and End Dmg vs an enemy or Henchmen/Companion group until the end of Combat (Stacks).	Weak vs non-Marked (-1d6 Hit Dice).
Deal Hunter		+1 Wealth and Sophistication. Specialist Bonus: finding work and researching. Strong Hit: **Prosperity - Work** (Acquisition Roll) You're offered a job that pays +1 Coin Trade Good (Stacks).	
Spymaster		+1 Wealth and Sophistication. Specialist Bonus: lies and espionage. Strong when you're Stealthed (+1d6 Hit Dice). Your Camp gains +1 Planning.	
Urbane		+1 Wealth and Sophistication. Specialist Bonus: cities, towns and guilds. Your Camp gains +2 Authority.	

Sophistication	Requirements	Benefits	Disadvantages
Chivalry	Kaltoran or Legion	+1 Persuasion and Leadership. Once per combat you may designate an enemy: you both gain '**Aura 6:** +1d6 Hit Dice against one another until the end of combat'. Your Camp gains +2 Authority.	Complication: Moral Code. -1d6 to all Skill, Acquisition and Attack Rolls that break your moral code.
Mystic	Dracim Remnant, or Twi-Far	+1 Persuasion and Leadership. Specialist Bonus: esoteric knowledge and acting mysterious. Strong Hit: **Mystic:** You Move 2 spaces and a non-Companion ally without Momentum gains +1 Momentum.	
Warrior Tradition	Dracim or Legion	+1 Leadership. Strong Hit: **Build Momentum** (Once per Round) Gain 1 Momentum.	-1 Persuasion. -1 max Momentum.
Courtier		+1 Persuasion and Leadership. Specialist Bonus: heraldry and high society. **Momentum 2 (Instant):** When you're Attacked: an ally moves 2 spaces (may grant Cover). Your Camp gains +1 Authority.	
Gallant	1 Kn	+1 Persuasion and Leadership. Specialist Bonus: moral codes, heraldry and history. You may perform 1 free Honour Acquisition Roll per session.	
Justiciar		+1 Persuasion and Leadership. Specialist Bonus: law and customs. Strong vs criminals (+1d6 Hit Dice). Your Camp gains +1 Authority.	-2 Defence.
Scholar		+1 Persuasion. +1 to two Skills that you're not gaining a 4+ Attribute bonus to (Does not Stack). Strong Hit: **Scholar** (Acquisition Roll, Double Strong Hit) Gain 1 Spare Time Point.	1 Kn to Retro this Trait.
Theologian		+1 Persuasion. Specialist Bonus: religion. Strong Hit: **Mark:** You and all allies gain +1 Hit and End Dmg vs an enemy or Henchmen/Companion group until the end of Combat (Stacks). Your Camp gains +1 Authority.	

Physical	Requirements	Benefits	Disadvantages
Martial Artist	Twi-Far or All-Power 1 Kn	+1 Construction and Finesse. Aura 2: +1d6 Hit Dice per 2 enemies. You're immune to most Collision damage.	
Overlooked	Tolatl or Hunter	+1 Metallurgy and Construction. Characters grant you Heavy Cover (normally Light). You're immune to most Collision damage.	
Regeneration	Dracim or Wylding	+1 Metallurgy and Construction. +2 Recovery. Attribute damage does not give you penalties to Sub-Stats or Actions. Your Camp heals you +2 Max Endurance Damage.	
Show Off	Kaltoran or Remnant	+1 Metallurgy and Construction. Spending a Grit Re-Roll on a successful roll (that is of some consequence) grants you +1 to all rolls for the remainder of the session (Stacks up to +2).	
Acrobatics		+1 Metallurgy, Construction and Finesse. Specialist Bonus: acrobatics. You never fall prone and are immune to most Collision damage. Momentum 2: You gain Heavy Mental Cover and immunity to Puncture until your next Turn.	+1 Resource cost, Heavy Outfits.
Fortitude		+1 Metallurgy and Construction. Reduce all Attribute damage against you (after Armour) by 1 (Stacks) to a minimum of 1.	
Pack Mule		+1 Metallurgy and Construction. +3 Endurance. +3 Equipment Slots, you and your Camp.	
Perseverance		+1 Metallurgy and Construction. +2 Recovery. Strong Hit: Persevere: You heal 4 Endurance.	
Regular Workout	1 Kn	+1 Metallurgy and Construction. +1 Recovery. +1 Attribute/Durability point.	-1 to all Acquisition Rolls.

Resolve	Requirements	Benefits	Disadvantages
Inner Balance	Creet, All-Power or Essence	+1 Metallurgy and Pathfinding. Gain a Recovery -2 at the end of your Turn.	
Iron Will	Creet or Legion	+1 Metallurgy and Pathfinding. +1 Armour.	-3 Recovery (min 1) and all Endurance healing on you. Weak at 0 Endurance (-1 Armour).
Mental Ward	All-Power or Enchanter	+1 Metallurgy and Pathfinding. Strong Hit: Mental Ward: An ally gains a Recovery.	
Unflinching	Not Kaltoran or Tolatl	+1 Metallurgy and Pathfinding. Gain an Innate Resolve Toolbox. +3 Endurance. Ignore the first Suppressed effect against you (including Tackle) each Combat.	-1 Insight.
Courage	Not NPC	+1 Metallurgy and Pathfinding. Gain an Innate Resolve Toolbox. Strong vs Nemesis (and NPCs equal in power to 2+ PCs) (Resistance 2 (Stacks)).	
Hatred	Not NPC	+1 Metallurgy and Pathfinding. +1 Hit, all Weapons. Strong vs characters you're prejudiced against (+2 Hit and End Dmg).	Weak vs characters you're prejudiced against (-2 Defence). Complication: You're prejudiced against a group.
Reckless		+1 Metallurgy and Pathfinding. +2 to all Skill Rolls where there is a chance of you getting into physical trouble. Strong when you're at 0 Endurance (+1d6 Hit Dice).	You may not re-roll Skill Rolls that would get you into physical trouble. Your Camp suffers -1 Planning.
Valor		+1 Metallurgy and Pathfinding. Gain 1 Glory unit per session if you help NPCs.	1 Kn to Retro this Trait.
Zealous		+1 Metallurgy and Pathfinding. Gain an Innate Resolve Toolbox. Strong vs Henchmen/Troop/Companion (+1 Armour).	May only resist forced actions from your Drive by suffering Attribute damage (normally allow Resolve Skill Roll).

Awareness	Requirements	Benefits	Disadvantages
Exotic Senses	Kaltoran or Twi-Far 2 Kn	+1 Stealth and Apothecary. Gain an Innate Awareness Toolbox. One of your senses can perceive in an additional way (ie: see where a type of magic was used, hear heat, feel fear, see spirits, etc...).	Complication: Different things may obscure your perception (ie: Nix/Fey Dust or heat grant enemies cover).
Glimpse	All-Power or Enchanter 1 Kn	+1 Stealth and Apothecary. Strong Hit: **Glimpse:** Gain +1 Combat Order during your next Combat this session (Stacks) or you look through time to gain an additional piece of information about your current location (GMs choice).	-3 Endurance.
Keen Senses	Kaltoran or Hunter	+1 Stealth, Apothecary and Finesse. Strong vs Light Cover (+1d6 Hit). Your Camp gains +1 Rest.	
Calculated		+1 Stealth and Apothecary. Take Aim Action gains "+1 Momentum" as an option Your Camp gains +1 Planning.	
Sleuth		+1 Stealth and Apothecary. Specialist Bonus: clues and investigation. **Momentum 1:** A enemy suffers -2 Defence until the end of Combat (Does not Stack). Your Camp gains +1 Planning.	
Spotter		+1 Stealth and Apothecary. **Aura 2:** At the start of your Turn you or a non-Companion ally gain +1 Hit or End Dmg until the end of Combat (Stacks). Strong vs Stealthed/Surprise Rounds (+1 Armour).	
Vigilant		+1 Stealth and Apothecary. You may perform +1 non-Attack Action during Surprise Rounds. Your Camp gains +1 Rest.	
Watchful		+1 Stealth, Apothecary and Finesse. You may Attack Stealthed enemies (normally may not Attack) that you're vaguely aware of (they have Entrenched Visibility Cover). Your Camp gains +2 Rest.	

Stealth	Requirements	Benefits	Disadvantages
Executioner	Dracim or Legion	+1 Wealth and Physical. After you kill 2 Troop Bodies, a Skilled NPC, a Nemesis NPC, or reduce a PC's Attribute to 0 or below: you gain Strong Hit +1 until the end of Combat (Does not Stack).	
Mind Fog	Enchanter or Wylding 3 Kn	+1 Wealth and Physical. You always have Light Mental Cover (may Stealth). +1 Defence.	Complication: NPCs who know of this power will be cautious of you. -1 Armour.
Shadow Master	Creet, Tolatl or All-Power	+1 Wealth and Physical. Once per Round: You may perform a free Stealth Skill Roll -2.	-4 Endurance.
Spirit Step	Essence, Hunter or Wylding	+1 Physical. Twice per session: When no one is looking at you: you may teleport up to 20 spaces to a location where no one can see you and where you can walk/climb to.	-4 Endurance.
Dark Shadow	1 Kn	+1 Wealth and Physical. Once per session: You may ignore an enemy breaking your Stealthed, but the GM moves you 5 spaces away from all enemies. Strong vs Stealthed/Surprise Rounds (+1 Armour).	-2 Endurance.
Deadly Shadow	1 Kn	+1 Wealth and Physical. Strong Hit: **Deadly Strike** (Stealthed, Twice per Combat) A damaged character suffers a **Critical Hit** with +1 Crit Dmg (Does not Stack).	-2 Endurance.
Sleight of Hand	1 Kn	+1 Wealth and Physical. Specialist Bonus: sleight of hand and hidden items. +1 max Resource.	Your Camp suffers -1 Supplies.
Swift Shadow		+1 Wealth and Physical. Stealthed does not reduce your Movement (normally halved). After you become Stealthed you may immediately move 2 spaces.	

Apothecary	Requirements	Benefits	Disadvantages
Divine Tail	Dracim or Tolatl	+1 Pathfinding. Your tail counts as a Toolbox and Workshop (for you and your party) for a Skill. +2 to all Camp Acquisition Rolls.	Complication: Tolatl are jealous of you.
Esoteric Brew	Twi-Far or Techno-Mage	+1 Forestry and Pathfinding. Specialist Bonus: fire & potion creation. Strong Hit option **Burn** deals +1 General Damage (normally 3).	Strong Hit option **Burn** deals its damage at the end of the Turn (normally at the start).
Healing Pulse	All-Power or Enchanter	+1 Forestry and Pathfinding. **Aura 2:** When you gain a Recovery two non-Companion allies gain a Recovery (may not trigger other effects, such as another Healing Pulse).	
Sacrifice	All-Power or Wylding 1 Kn	+1 Forestry and Pathfinding. Your Camo heals +1 Attribute damage per Session. Your Camp gains +2 Supplies.	
Brewer	1 Kn	+1 Forestry and Pathfinding. Specialist Bonus: drinks and potions. Gain the 'Water - Oil' Utility (pg: 189). Your Camp gains +1 Supplies.	
Exercise		+1 Forestry and Pathfinding. +4 Recovery.	
Herbalist		+1 Forestry and Pathfinding. Specialist Bonus: plants and potions. **Aura 1:** When you perform a successful Skill Roll an ally Heals 4 Endurance.	
Nefarious	1 Kn	+1 Forestry. Specialist Bonus: poisons. Strong vs Poisoned (+1d6 Hit Dice). Skill Roll of 14 (normally 12) to remove your effects (ie: from Strong Hit options).	Your Camp suffers -1 Authority.
Physician		+1 Forestry. Strong Hit: **Physician** (healing Attribute damage) Heal +1 Attribute damage. Your Camp gains +1 Rest.	

Metallurgy	Requirements	Benefits	Disadvantages
Coldsmith	Legion 1 Kn	+1 Construction. Strong with Ice (+1d6 Hit Dice).	Weak vs Fire (+2d6 Hit Dice).
Godsmith	Enchanter or Techno-Mage 2 Kn	+1 Construction and Culture. One of your Weapons or Outfits may gain an additional Variation* (normally 1 per Type, lost if you Retro this Trait).	*+Crit Dmg from these Variations do not Stack, and you may not select the same Variation (ie: no Blade Fire and Hammer Fire).
Magmasmith	Twi-Far 1 Kn	+1 Construction. Strong with Fire (+1d6 Hit Dice).	Weak vs Water (+2d6 Hit Dice).
Transmutation	Tolatl or Techno-Mage	+1 Construction and Culture. Twice per session you may change a Trade Good into a Coin Trade Good. Your Camp gains +1 Work.	
Armourer		+1 Construction, Culture and Brawn. Specialist Bonus: ore and armour. One of your Attributes gains +1 Armour.	
Weaponsmith		+1 Construction and Culture. Specialist Bonus: weapons. All rolled Strong Hit options grant that Weapon +1 End Dmg until the end of Combat (Stacks).	-2 Hit and End Dmg, Potent Power.
Hard Work		+1 Construction and Culture. +4 Endurance. Your Camp gains +1 Transport.	
Artisan		+1 Construction and Culture. **16t with Workshop:** A Weapon gains +1 Hit and End Dmg (Does not Stack, lost if you Retro this Trait). Your Camp gains +1 Work.	
Inventor		+1 Construction. Device: You may perform 1 free Acquisition Roll per session to acquire a 'non-exchangeable (ie: not a Trade Good) or non-Innate physical item. This may put you above your Weapon or Utility limit (normally 3 and 1).	Your Device gains the Keyword '1 Use' (the GM defines duration/uses if required) and is lost at the end of the session.

Construction	Requirements	Benefits	Disadvantages
Golem Crafter	Enchanter or Techno-Mage	+1 Forestry and Culture. Specialist Bonus: Robots (automatons, Children of Pol and golems). Your Companion is a golem (robot of some kind) and their Skill bonus' are not limited to +1.	
Siege Master	Creet or Legion	+1 Forestry and Culture. Specialist Bonus: siege, fortifications and castles. Strong vs Entrenched Cover (Strong Hit +1). Your Camp gains +1 Rest.	
Twister Adept	Dracim or Wylding 1 Kn	+1 Forestry and Culture. 18t (8t if yourself) with Workshop: Permanently grant +1 Attribute point and -1 Recovery to an organic non-Tolatl character (lost if you Retro this Trait, Does not Stack).	
Architect		+1 Forestry and Culture. Specialist Bonus: architecture. Your Camp gains +1 Transport and Work.	
Bowyer		+1 Forestry and Culture. Specialist Bonus: archery. +0 -> +20 Ideal Rng, Hunting Bow and Warbow. +3 End Dmg, Siege Bow.	
Carpenter		+1 Forestry, Culture and Brawn. Specialist Bonus: wood and buildings. Strong vs 0 Endurance (+4 Hit). Your Camp gains +1 Work.	
Jack of all Trades		+1 Forestry and Culture. Reduce all Untrained Skill Roll penalties by 1 (normally -2, Stacks), increase to 2 if you're a Kaltoran (and not a 'Kaltoran - Dark Past').	Complication if you're a Kaltoran: Unwanted Ancestral Memories and Prejudice from other Kaltorans.
Stone Mason		+1 Forestry and Culture. Specialist Bonus: stone and buildings. Strong vs base Armour 4+ (+1d6 Hit Dice). Your Camp gains +1 Work.	

Monsters	Requirements	Benefits
Ethereal Sight	Enchanter or Essence 1 Kn	+1 Physical and Apothecary. Specialist Bonus: sensing fey and spirits. Physical Cover -1, all Weapons.
Primal Rage	Legion or Remnant	+1 Physical and Apothecary. The Rage Strong Hit option causes 4 General Damage (normally 5 Endurance damage).
Kindred	Creet or Twi-Far	+1 Physical and Apothecary. Strong vs nearby wild animals and beastial monsters that you have not Attacked (+2 Skill Rolls, Defence & Armour).
Warbeast	Creet, Dracim or Legion	+1 Physical and Apothecary. Heal 3 Endurance at the end of your Turn.
Born to Ride		+1 Physical and Apothecary. Specialist Bonus: tournaments and mounts. May change your facing at the start of your Turn while Mounted (normally at the end).
Carnage		+1 Physical and Apothecary. Aura 2: At the end of your Turn you and a non-Companion ally gain +1 Hit or End Dmg until the end of Combat (Stacks).
Husbandry		+1 Physical and Apothecary. A single Body of each 'Mount, Small Pet and Companion group with the Animal Variation' gains +1 Durability. Your Camp gains +1 Transport.
Trapper		+1 Apothecary. Specialist Bonus: traps. Strong vs Inhibited/Suppressed (+1d6 Hit Dice). Your Camp gains +1 Supplies.
Trophy Hunter	1 Kn	+1 Physical and Apothecary. Specialist Bonus: unique and very rare monsters. After every successful balanced (or harder) Combat you may gain a free Precious Trade Good if you take an additional 15 minutes to take a trophy from a slain monster.

Forestry	Requirements	Benefits	Disadvantages
Eldritch Light	Creet or Twi-Far 1 Kn	+1 Awareness and Monsters. Momentum 1: Aura 8: All of your other Auras project from a nearby space of your choosing (and not from you) for an hour. One Eldritch Light space at a time.	
Otherworldly	Remnant or Twi-Far	+1 Awareness and Monsters. Aura 8: May perform Skill Rolls to remove negative effects at any distance within Aura area. Your Camp heals +2 Max Endurance Damage.	
Vile Cloud	Dracim or Wylding	+1 Awareness and Monsters. Specialist Bonus: fungi, spores and wylding plants. Aura 1: Enemies who choose to enter this Aura area suffer 4 General Damage.	
Farmer		+1 Awareness and Monsters. Specialist Bonus: farming and food. Strong vs people who underestimate you (+2d6 Hit Dice). Your Camp gains +1 Supplies.	People stop underestimating you if you hit them with an Attack.
Huntsman	1 Kn	+1 Awareness and Monsters. Gain a Small Pet (pg: 191) with any Variation. They have +2 Armour and know +1 complex trick. Momentum 2: Aura 1 (around your Companions): Once per Round an enemy suffers 4 General Damage. Your Camp gains +1 Supplies.	
Lumberjack		+1 Monsters. Specialist Bonus: plants. Momentum 3: +5d6 Hit Dice (Stacks). Your Camp gains +1 Transport.	
Ranger		+1 Awareness and Monsters. Specialist Bonus: a specific non-urban geographical area. Momentum 2: +2 Hit and Strong Hit +1 (Does not Stack).	
Tanner		+1 Awareness, Monsters, Finesse and Brawn. Specialist Bonus: animals and armour. One of your Attributes gains +1 Armour.	

Pathfinding	Requirements	Benefits
Marauder	Dracim, Legion or Twi-Far	+1 Awareness and Stealth. Specialist Bonus: piracy and raiding. Performing two Quick Strike Actions during a Turn grants you +1 Momentum.
Oracle	All-Power or Enchanter	+1 Awareness and Stealth. Specialist Bonus: time (not Arcane Rolls). Strong Hit: Change Fate (Once per Round, Failed Attack) Regain any spent Momentum and re-roll this Attack with +1d6 Hit Dice (Does not Stack).
Survivor	Creet or Remnant	+1 Awareness and Stealth. Once per Combat: +2 Armour vs an Attack (Stacks).
Astronomer		+1 Awareness, Stealth and Cunning. Specialist Bonus: weather, stars and Eternal gods. Your Camp gains +2 Planning.
Cartographer		+1 Awareness. Specialist Bonus: maps and navigation. 1Ht: You create a map of an unexplored region: Gain a Coin Trade Good and a Honour unit. Your Camp gains +1 Planning.
Tracker		+1 Awareness and Stealth. Specialist Bonus: tracking people and creatures. Strong Hit: Mark: You and all allies gain +1 Hit and End Dmg vs an enemy or Henchmen/Companion group until the end of Combat (Stacks).
Sailor		+1 Awareness. Specialist Bonus: ships, boats & water. Difficult Terrain does not reduce your Movement. Your Camp gains +1 Planning.
Treasure Hunter		+1 Awareness and Stealth. Strong Hit: Prosperity - Rumors of Treasure (Acquisition Roll) Gain a Coin, Precious or Loot Trade Good (GM's choice) at a different location (ie: ancient ruin, monster lair, shipwreck, etc...). The GM is encouraged to locate multiple Trade Goods from this effect at the same location. +2 Equipment Slots.

Combat Skill Traits

Finesse	Requirements	Benefits
Diamond Eyes	Creet	**Momentum 1:** +5 Hit.
Claws Out	Remnant	**Aura 1:** A enemy suffers 3 General Damage after you move.
Faster	Remnant	+1 Reflexes or Mobility Attribute (set when you select this Trait).
Quick Mix	Techno-Mage	Once per Combat: **Momentum 1:** Arcane Mix 2.
Signature Move	Hunter	After performing 2 specific different Actions in a set order (set when you select this Trait) during your Turn: gain 1 Momentum.
Ambidextrous		+1 End Dmg and Defence, Dual Wield or when holding two 1 Handed Weapons.
Backstab		Once per Character per Combat: Strong vs rear 90^0 Arc (Strong Hit +1 and ignore their benefits from both Parry and Shield).
Bait & Trick		Strong Hit: **Bait & Trick** (Twice per Round): A enemy loses 1 Momentum.
Called Shot	1 Kn	Take Aim grants Crit Location +/-2 (normally +/-1).
Cut & Slice		+1 Hit and End Dmg, all Weapons.
Deflect		After every 3rd Attack against you: Heal 4 Endurance and gain 1 Momentum.
Deft Strike	1 Kn	Strong when you Hit by 10+ (Strong Hit +1).
Dodge	1 Kn	**Momentum 2 (Instant):** Move 2 (Stacks, may make an Attack fail against you).
Fancy Footwork	2 Kn	May move 1 space at the start or end of your Turn (Stacks).
Flurry		**Momentum 3:** You gain +1d6 Hit Dice until the end of the Combat (Stacks up to +2d6).
Head Shot		**Critical Hits** vs Focus, Intelligence or Grit deal at least 1 damage no matter their Armour, and grants 1 Momentum.
Kill Shot	4 Kn	Strong when you Hit by 10+ (+1 Crit Dmg).
Mount Bond		Your Mount may be controlled with no hand and gains three additional Trick Modifications (normally limited to one).
Observant		+0 -> +15 Ideal Rng, all Weapons (does not extend Max Rng).
Riposte		**Aura 2:** After you're Attacked: that character suffers 3 General Damage (2 if you performed 2+ Attacks (including Overwatch) during your Turn).
Skewer		+2 Hit, all Weapons.
Timed Strike		Your Xth Attack during a Combat gains +Xd6 Hit Dice (ie: 4th Attack gains +4d6 Hit Dice) (X is set at the start of each Combat).
Twin Shot	2 Kn	**Momentum 1:** Cleave +1.

Brawn	Requirements	Benefits
Cull	Remnant	Strong vs Henchmen/Companion/0 Endurance (+1d6 Hit Dice).
Hard Head	Creet 1 Kn	Your Focus, Intelligence or Grit gains +2 Armour (set when you select this Trait).
Powerful Mix	Techno-Mage	+2 End Dmg, all Special Weapons.
Spirit Bomb	Twi-Far	At the end of every 3rd Round 3 enemies suffer 4 General Damage or 1 enemy suffers 5 General Damage.
Stronger	Remnant	+1 Strength or Grit Attribute (set when you select this Trait).
Bloody Mess		Causing Attribute damage (after Armour) Heals you and an ally 2 Endurance.
Brawler		+1 Hit and End Dmg, all Weapons.
Bulwark		+4 Endurance. You're immune to forced movement, Suppress and **Inhibit** from characters with less Strength than you.
Death or Glory		**Momentum 2:** +1 Crit Dmg; and if this does not kill an enemy you suffer 20 Endurance damage (Does not Stack).
Decapitate	2 Kn	Strong vs 0 Endurance (+1 Crit Dmg).
Devastate	1 Kn	Strong Hit: **Devastate:** If a damaged character suffers 10+ Endurance damage after this Turn but before your next Turn they're Suppressed.
Eviscerate	1 Kn	May change any of your Cleave keywords to Splash.
Glorious Charge		Strong when you end movement 6+ spaces from your Turns starting location (+2d6 Hit Dice).
Impale	1 Kn	May Cleave to one character who is directly behind your target and within your Max Range, all Weapons.
Overwhelm		Strong vs enemies who are adjacent to another character (+2 Hit and End Dmg).
Plant Feet	1 Kn	Resistance 2 (Stacks): but this is lost until your next Turn if you 'move, are moved or use a weapon with 4+ Max Rng'.
Rampage	1 Kn	After the 1st and 4th time you cause Attribute damage (after Armour): you gain +1d6 Hit Dice until the end of Combat (Stacks up to +2d6).
Savage		Every time you spend Momentum you gain: +1 Hit, End Dmg and -1 Defence until the end of the Combat (Stacks).
Second Wind		Once per Combat: You Heal 2d6+2 Endurance.
Shield Bash	1 Kn	+1 End Dmg, Shield. Once per Combat while you're using a Shield: **Aura 1:** A character is Suppressed.
Shove	Not NPC	Characters smaller than you or your Mount are pushed out of your way when you move through their space (you chose space and they chose facing).
Stone Stance	1 Kn	**Momentum 2 (Instant):** +1 Armour vs an Attack (Stacks).
Sweep	2 Kn	Cleave +1 to charaters at or reduced to 0 Endurance, with all Blade/Hammer Weapons.
War Cry		After spending 6 Momentum you and all allies gain +1d6 Hit Dice until the end of Combat (Does not Stack).

Cunning	Requirements	Benefits	Disadvantages
Adaptive Fur	Remnant	Strong vs the last Magic type that harmed you during this Combat (Light Magic Cover).	-4 Endurance.
Contagion	Wylding	Transfer all negative effects (Burn, etc...), except for Bleed and Suppress, from any enemy that you kill onto all enemies within Aura 1 of them.	
Exploit Edge	Tolatl	+2 Hit, all Weapons. Strong vs Big/Mounted (+1d6 Hit Dice).	
Glorious Beard/Hair	Creet	Increase all of your Aura distances by 1 (Stacks).	
Perfect Mix	Essence or Techno-Mage	When you roll 2 or more '6s' in a roll: gain +1 Momentum. Arcane Mix may select Strong Hit options from other Weapon Types.	
Smarter	Remnant	+1 Focus or Intelligence Attribute (set when you select this Trait).	
Spring Trap	Hunter	At the start of Combat: secretly mark 3 spaces (1 if you are surprised, 5 if the enemy is surprised) without characters in them. Strong vs characters within these spaces (+2d6 Hit Dice).	
Student of Pol	Techno-Mage 1 Kn	Strong Hit: **Student of Pol** (Hit during a balanced or harder Combat) One of your Weapons permanently gains +1 Hit or End Dmg (each Stacks up to +3) (lost if you Retro this Trait).	
Unpredictable Mix	Essence, Techno-Mage or Wylding	**Momentum 1:** Arcane Mix (random)*. *Strong Hit option is determined by the GM at the point of use: roll a 1d6 with a lower number being less helpful (ie: "1" may help the enemy by healing them) and a higher number being more helpful (ie: "6" allows the Strong Hit option to be selected by the Player).	
Brilliant Plan		At the end of every 3rd Round you gain Strong Hit +1 until the end of Combat (Stacks).	
Combat Master		+1 End Dmg and Max Rng, all Weapons.	
Covering Strike		Strong Hit: **Covering Strike:** An ally gains Heavy Mental Cover until your next Turn.	
Dirty Fighter	1 Kn	**Momentum 2: Aura 3:** Suppress a character or Henchmen/Companion group.	
Elementalist	1 Kn	Select a Magic type. Specialist Bonus: this Magic type (including Arcane Rolls) and its element. Strong vs this Magic type (Light Magic Cover).	
Encourage		Once per Combat: You and all allies (including each Companion Body) Heal 3 Endurance.	
Exact Strike	1 Kn	**Momentum 2 (Instant):** A character that has just moved into your Ideal Range suffers 4 General Damage.	
Exploit Fragility		Enemies double all 'Weak vs' penalties against you.	
Exploit Weakness		Strong vs suffering from 2+ different effects (ie: Bleeding, Mark, Suppressed, etc...) (+1d6 Hit Dice).	
Formation		Strong when Attacking through an ally with Blade/Hammer (+1d6 Hit Dice).	
Give Orders		**Aura 3:** An ally Heals 2 Endurance and may move 1 space at the end of your Turn.	
Grand Strategy		+1 Recovery. At the end of every 3rd Round you and 3 non-Companion allies gain 1 Momentum.	
Hold Ground	1 Kn	**Aura 2:** All ground is Difficult Terrain to enemies.	
Outmaneuver	Not NPC	After spending 6 Momentum you and all allies gain +2 Hit and movement until the end of Combat (Does not Stack).	
Probe Defences		Strong Hit: **Mark:** You and all allies gain +1 Hit and End Dmg vs an enemy or Henchmen/Companion group until the end of Combat (Stacks).	
Seize Advantage	1 Kn	Strong Hit: **Build Momentum** (Once per Round) Gain 1 Momentum.	
Shield Wall	1 Kn	**Aura 1:** Once per Combat if you have a Shield: all allies gain +10 Defence against an attack.	
Strategic		May add any single Weapon kind to your Tactical (pg: 193) Skill Rolls.	
Single Out		Strong vs enemies who are not adjacent to another character (+2 Hit and End Dmg).	
Tactical Edge		Strong Hit: **Empower - Edge:** Gain +1 Armour (Stacks) against the next Attack that hits you before your next Turn.	
Tactician - Hold		**Aura 2:** +1 Hit and Defence per ally (max +3).	
Tactician - Take		**Aura 2:** +1 Hit and Defence per enemy (max +5).	
Unorthodox	1 Kn	+1 Crit Dmg, 'Dagger, Quarterstaff and Adaptive Power'.	
Warcaster	1 Kn	Your and ally attacks through any Cover, Dangerous Terrain or Difficult Terrain created by you (ie: "Barrier" Arcane Roll or "Fire - Wall" Potion) gain +3 End Dmg (Does not Stack).	
Warden	2 Kn	**Empower** Strong Hit effects remain on you until you make use of the benefit (during this combat) rather than 'before your next Turn'.	-1 Max Resources.

Weapons

Finesse	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Dagger / Club	3d6	+2	1	1	0	3	Blade or Hammer.	8t	0
Small, No Draw, Strong with Quick Strike (+2 movement).									
Short Sword / Hatchet	5d6	+0	1	2	1	3	Blade.	10t	2
Dueling Blade	3d6	+1	2	2	0	4	Blade.	11t	2
Strong with Overwatch/Quick Strike (+1 Momentum).									
Arming Sword	4d6	+0	1 -> 2	2	0	4	Blade.	12t	2
Quarterstaff	4d6	+0	1 -> 2	3	0	3	Hammer.	8t	1
2 Handed, Counts as Dual Wield, +3 Defence.									
Spear / Lance	3d6	+0	2 -> 3	3	0	4	Blade.	10t	2
Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice).									
Throwing Knives / Javelin	3d6	+0	1 -> 5	10	0	3	Blade.	10t	2*
Small, Strong Hit (5-6), *+1 Resource cost for Henchmen NPCs.									
Hand Crossbow / Pistol	3d6	+2	3 -> 4	35	0	4	Range.	11t	2
Small.									
Hunting Bow / Carbine	4d6	+0	5 -> 10	80	1	4	Range.	12t	2
2 Handed.									

Brawn	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Mace / Morningstar / Flail	2d6	+5	2	2	3	4	Hammer.	11t	2
Battle Axe / Warhammer	3d6	+1	2	2	1	4	Blade or Hammer.	12t	2
Strong vs 0 Endurance (+2d6 Hit Dice).									
Massive Axe / Great Hammer	2d6	+3	2	2	4	5	Blade or Hammer.	13t	3*
2 Handed, Large, Strong vs Shield (+2 Hit and End Dmg), *+1 Resource cost for Henchmen NPCs.									
Billhook	4d6	-1	2	3	1	4	Blade.	10t	2
2 Handed, Strong vs 'Mounted/Tiny/0 Endurance or vs active Range/Special' (+2d6 Hit Dice).									
Greatsword / Glaive	3d6	+1	2	3	1	4	Blade.	13t	3
2 Handed, Large, Cleave 1.									
Halberd	3d6	+1	2 -> 3	3	1	4	Blade, Hammer.	14t	3
2 Handed, Large, Strong vs Mounted/Big/Charge/0 Endurance or when Attacking through a non-Stealthed ally (+1d6 Hit Dice).									
Warbow / Rifle	2d6	+2	5 -> 15	110	0	4	Range.	13t	2*
2 Handed, Large, Strong Hit (5-6), *+1 Resource cost for Henchmen NPCs.									
Siege Bow / Crossbow / Long Gun	2d6	+4	10 -> 30	140	3	5	Range.	14t, 1 Kn	3
2 Handed, Large, Reload 1, Strong Hit (5-6).									

Cunning	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Fire Support	1d6*	+5	0 -> 100	100	0	4	Range or Special.	10t	1
0 Handed, Innate, Cleave 2, Strong when spending 2+ Momentum (+1d6 Hit Dice),									
*Must have access to a suitable allies outside the Battlemap (ie: nearby allies with bows, etc...).									
Ally	3d6	+2	2	2	2	4	Companion.	12t	2
Defence: 15, Armour: 3, Durability: 2, Bodies: 1, Mobility: 5, Individual.									
Group	2d6	-1	2	2	0	4	Companion.	13t	3
Defence: 13, Armour: 3, Durability: 1, Bodies: 3, Mobility: 5.									
Bomb	2d6	+1	5 -> 10	10	2	5	Hammer.	10t	1
Small, 2 Uses (1 Use for Henchmen NPCs), Must be Drawn before each use, Splash 1.									
Adaptive Power	3d6	-2	5 -> 10	15	2	3	Special.	10t, 1 Kn	1
0 Handed, Small.									
Potent Power	3d6	-2	5 -> 10	20	0	3	Special.	11t, 1 Kn	2
Small, Strong Hit (4-6).									
Explosive Power	4d6	+0	5 -> 15	25	0	3	Special.	12t, 1 Kn	2
Small, Splash 1.									
Unstoppable Power	3d6	+0	5 -> 15	30	1	4	Special, Hammer.	13t, 2 Kn	3
Small.									

Finesse	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Acquire	Resources
Dirk (Dagger)	3d6	+Skill	1	1	Focus	3	Blade, Composite.	9t	0
Small, No Draw, Strong with Quick Strike (+2 movement), Puncture.									
Poison Scimitar & Heater Shield (Short Sword)	5d6	+Skill	1	2	1 +Focus	3	Blade, Magic - Life (Sickness).	2x 12t	3
Optional (2 Handed, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields)), Modification: Shield - Board.									
Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Rapier & Dagger (Dueling Blade)	3d6	+2 +Skill	2	2	1 +Focus	4	Blade, Steel.	11t	2
Strong with Overwatch/Quick Strike (+1 Momentum), Optional (2 Handed, Slots +1, +1 Defence, Resistance 1 (Stacks)), Modification: Dual Wield.									
Longsword (Arming Sword)	4d6	+3 +Skill	1 -> 2	2	3 +Focus	4	Blade, Steel.	12t	2
Modification: Hefty									
Radiant Blade (Arming Sword)	4d6	+2 +Skill	1 -> 2	2	1 +Focus	4	Blade, Steel.	12t, 16t	3
2 Handed, Modification: Arcane Blast.									
Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.									
Partisan (Spear)	3d6	+3 +Skill	2 -> 3	3	2 +Focus	4	Blade, Steel.	10t	2
Strong vs 'Mounted/Big/Charge, when Attacking through a non-Stealthed ally, or when Charging/Jousting' (+2d6 Hit Dice), Modification: Hefty.									
Recurve Bow (Hunting Bow)	4d6	-2 +Skill	5 -> 10	80	1 +Focus +Ref	4	Range, Primal.	13t	2
2 Handed.									

Brawn	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Acquire	Resources
Morningstar & Kite Shield	2d6	+6 +Skill	2	2	4 +Focus	4	Hammer, Steel.	11t, 14t	4
Optional (Large, 2 Handed, +3 Defence, Resistance 3 (Stacks, but not with other Shields), Strong with Endurance (Immune to Puncture)), Modification: Shield - Slab.									
Twin Icy Battle Axes	4d6	+1 +Skill	2	2	2 +Focus	4	Blade, Magic - Water (Ice).	12t, 14t	3
Strong vs 0 Endurance (+2d6 Hit Dice), Optional (2 Handed, Slots +1, +1d6 Hit Dice, +1 End Dmg), Modification: Dual Wield - Blade.									
Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									
Huge Maul (Great Hammer)	2d6	+2 +Skill	2	2	5 +Focus	5	Hammer, Weighty.	14t	3
2 Handed, Large, Strong vs Shield (+2 Hit and End Dmg), All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).									
Bardiche (Glaive)	3d6	+2 +Skill	2	3	2 +Focus	4	Blade, Steel.	13t	3
2 Handed, Large, Cleave 1.									
Drasong Claymore (Greatsword)	3d6	+3 +Skill	2	3	3 +Focus	4	Blade, Songsteel.	15t	4
2 Handed, Cleave 1.									
Enchanted Longbow (Warbow)	2d6	+2 +Skill	5 -> 15	110	Focus	4	Range, Magic - Cosmic (Guide).	14t	2
2 Handed, Large, Strong Hit (5-6).									
Strong Hit: Empower - Guide: Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.									

Cunning	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type & Variation	Acquire	Resources
Fierce Sekhound (Ally)	3d6	+2 +Skill	1	1	3 +Focus	4	Companion, Animal.	12t	2
Defence: 15, Armour: 3, Durability: 2, Bodies: 1, Mobility: 7, Individual, May carry no items (0 Equipment Slots).									
Alchemical Bomb	2d6	+2 +Skill	5 -> 10	10	3 +Focus	5	Hammer, Steel	10t	1
Small, 2 Uses, Must be Drawn before each use, Splash 1.									
Shielding Gem (Adaptive Power)	3d6	-2 +Skill	5 -> 20	55	2 +Focus	3	Special, Gem.	10t, 14t, 1 Kn	2
0 Handed, Small, Optional (Large, 1 Handed, Slots, +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields)), Modification: Shield - Board.									
Inferno Wand & Dagger (Potent Power)	3d6	-1 +Skill	0 -> 10	20	Focus	3	Special, Magic - Fire (Burn).	12t, 13t, 1 Kn	3
Small, Strong Hit (4-6), Optional (2 Handed, Slots +1), Modification: Dual Wield - Weapon.									
Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Arcane Codex (Explosive Power)	4d6	-1 +Skill	5 -> 10	20	Focus	3	Special, Techno-Tome.	13t, 2 Kn	2
Small, Splash 1.									
Momentum 2: Arcane Mix 2.									
Staff of Ogonjo (Unstoppable Power)	3d6	-2 +Skill	5 -> 10	25	3 +Foc+Int+Str	4	Special, Staff, Hammer, Primal.	15t, 2 Kn	3
2 Handed, Modification: Hefty.									

Blade Variations (Select One)

Variations	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Steel		+1			+1			+0t	+0
Composite		-2						+1t	+0
Puncture.									
Primal		-2			+Grit*			+1t	+0
*-2 End Dmg if you're a Nemesis NPC.									
Techno-Magic / Spiritbound		+2						+2t	+1
Momentum 2: Arcane Mix 1.									
Songsteel		+2			+2			+2t	+1
Lose Large Keyword OR Slots -1 (min 1).									
Pol Iron		+1						+2t, 1 Kn	+1
Strong when spending 3+ Momentum (+1 Crit Dmg).									
Divine Steel	+1d6	-1						+3t, 1 Kn	+1
Dragon Tooth	-1d6	+1			+1	+1		+3t, 2 Kn	+1
Attacking deals 4 General Damage to you.									
Elemental / Neph		+1						+4t, 3 Kn	+1
This item has a personality, **Critical Boost** may be used up to twice against characters with Endurance (normally at or reduced to 0).									
Magic - Cosmic (Guide) / Metal (Forge)								+2t	+0
Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.									
Magic - Fire (Burn) / Life (Sickness) / Water (Acid)								+2t	+0
Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Magic - Time (Dash) / Mind (Trick)				+1				+2t	+0
Strong Hit: **Dash:** You move up to 3 spaces (Stacks).									
Magic - Water (Ice) / Life (Vines)								+2t	+0
Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									
Magic - Cosmic (Blessed) / Fire (Energy) / Mind (Rage)								+2t	+1
Blessed: Gain 1 Momentum at the end of your Turn while Drawn.									
Magic - Air (Lightning) / Fire (Explosive)				+1				+3t	+1
Strong Hit: **Lightning:** Cleave +1 (Stacks).									
Magic - Cosmic (Luck) / Time (Alter)					+1			+3t	+1
Strong when you roll doubles (+4 Hit).									
Strong Hit: **Luck:** Gain a Grit Re-Roll point that may only be spent during this Combat (Stacks).									
Magic - Death / Life (Poison)					+1			+3t	+1
Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).									
Magic - Metal (Protect Self)		+1						+3t	+1
Strong Hit: **Empower - Protect Self:** You gain +1 Armour (Stacks) against the next Attack that hits you before your next Turn.									
Magic - Mind (Rage)					+1			+3t	+1
Strong when you're at 50% or less Endurance (+1d6 Hit Dice).									
Strong Hit: **Rage:** You and a damaged character suffer 5 Endurance damage.									
Magic - Time (Speed)		+1						+3t	+1
Strong Hit: **Empower - Speed:** Your next Attack during this Combat gains +2d6 Hit Dice (Stacks up to +4d6).									
Magic - Death (Withering)		+1			+1			+4t, 1 Kn	+1
Strong Hit: **Withering** (Once per Round) You and a damaged character suffer 1 damage to an Attribute of your choice (no Armour).									
Magic - Death (Drain)		+1			+1			+4t	+2
Strong vs 0 Endurance (+1 Crit Dmg).									
Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).									
Magic - Death (Soul) / Fire (Magma)					+3			+4t, 2 Kn	+2*
Strong Hit +1, May only make 1 Attack per Round, *+1 Resource cost for Henchmen and Troop NPCs, *-1 Resource cost for Nemesis NPCs.									
Magic - Death / Life (Blood)					+1			+6t, 2 Kn	+2
Once per Round: A **Critical Hit** causes all damaged characters gain **Bleed** (Does not Stack).									

Blade Modifications (May Select any Amount)

Modifications	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Personalised		+1						10t	+0
Quality					+1			1 Kn	+0
Well Maintained		+1			+1			Free	+1
• Masterwork		+1				+1		26t, 1 Kn	+2
	Lose Large Keyword.								
Weak	-1d6	+1						NPC	-1
Ability - Essence / Wylding / Dracim		-1			-1			1 Kn*	+0
	Innate, *Must be a Dracim or able to perform 'Essence or Wylding Arcane Rolls'.								
Slaying								24t	+0
	Strong vs a creature type (ie: Chomper, Dragon, Elemental, Tolatl, Troll, etc...) (+1d6 Hit Dice).								
Long			+1 -> +1	+1				NPC	+0
	This Modification may be selected multiple times.								
Short		-1	-1 -> -1*	-1*				NPC	+0
	This Modification may be selected multiple times, *Min 1.								
Arcane Blast		+1						16t	+1
	Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.								
Powerful		-1*			+1 +X			14t	+X
	*+X Hit if you're an NPC.								
Hefty		+2			+2			Free	+0
	Lose Small Keyword, Hands +1 (may never be reduced).								
Dual Wield / Shield - Parry		+1						Free	+0
	Optional, Hands +1, Slots +1, +1 Defence, Resistance 1 (Stacks).								
Dual Wield - Blade	+1d6				+1			12t	+1
	Optional, Hands +1, Slots +1.								
Dual Wield - Hammer		+1					Hammer*.	12t**	+1
	Optional, Hands +1, Slots +1, *+Crit Dmg from your Variations do not Stack and you may not select the same Variation as your Blade (ie: no Blade Fire and Hammer Fire), **Add Hammer Variation's Acquire Cost to this Modification's Acquire Cost.								
Shield - Board								12t	+1
	Optional, Hands +1, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields).								
Dual Wield - Mixed					+1			12t*, 1 Kn	+1
	Optional, Hands +1, Slots +1, You may select an additional - and different - Blade Variation (+Crit Dmg from these Variations do not Stack), *Add new Variation's Acquire Cost to this Modification's Acquire Cost.								
Shield - Slab								14t	+2
	Optional, Large (Lose Small Keyword), Hands +1, +3 Defence, Resistance 3 (Stacks, but not with other Shields), Strong with Endurance (Immune to Puncture).								
Dual Wield - Adept		-1			-2			12t, 2 Kn	+2
	Optional, Hands +1, Slots +1, After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage.								
Shield - Divine (Forcefield)					+1			24t, 1 Kn	+3
	Optional, Hands +1, Slots +1, +4 Defence, Resistance 3 (Stacks, but not with other Shields), Strong with Endurance (Immune to Puncture).								

Hammer Variations (Select One)

Variations	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Steel		+1			+1			+0t	+0
Pick		-2						+1t	+0
Puncture.									
Primal		-2			+Str*			+1t	+0
*-2 End Dmg if you're a Nemesis NPC.									
Weighty		-1			+1			+1t	+0
All damaged characters (or a section of nearby terrain) may be moved back 1 (2 if Tiny, 0 if Big) space (does not change facing, Stacks).									
Techno-Magic / Spiritbound		+1			+1			+2t	+1
Momentum 2: Arcane Mix 1.									
Creet Stone		+2			+2			+2t	+1
Slots -1 (min 1).									
Pol Iron					+1			+2t, 1 Kn	+1
Strong when spending 3+ Momentum (+1 Crit Dmg).									
Divine Steel	+1d6	-1						+3t, 1 Kn	+1
Dragon Skull	-1d6	+1			+1	+1		+3t, 2 Kn	+1
Attacking deals 4 General Damage to you.									
Elemental / Neph					+1			+4t, 3 Kn	+1
This item has a personality, **Critical Boost** may be used up to twice against characters with Endurance (normally at or reduced to 0).									
Magic - Cosmic (Guide) / Metal (Forge)								+2t	+0
Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.									
Magic - Cosmic (Quash)								+2t	+0
Strong Hit: **Quash:** A nearby ally or all damaged characters lose all effects on them and suffer X+1 General Damage (X = number of removed effects, Max 6 damage).									
Magic - Fire (Burn) / Life (Sickness) / Water (Acid)								+2t	+0
Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Magic - Water (Ice) / Life (Vines)								+2t	+0
Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									
Magic - Cosmic (Blessed) / Fire (Energy) / Mind (Rage)								+2t	+1
Blessed: Gain 1 Momentum at the end of your Turn while Drawn.									
Magic - Air (Lightning) / Fire (Explosive)					+1			+3t	+1
Strong Hit: **Lightning:** Cleave +1 (Stacks).									
Magic - Air (Thunder) / Metal (Force)		+1			+1			+3t	+1
Strong Hit: **Push - Back:** All damaged characters (or a section of nearby terrain) are moved back 2 (3 if Tiny, 1 if Big) spaces (does not change facing, Stacks) and base Collision damage is 4 General Damage (normally 3).									
Magic - Cosmic (Luck) / Time (Alter)					+1			+3t	+1
Strong when you roll doubles (+4 Hit).									
Strong Hit: **Luck:** Gain a Grit Re-Roll point that may only be spent during this Combat (Stacks).									
Magic - Death (Destruction) / Metal (Sunder)					+1			+3t	+1
Strong vs Shield/Huge/4+ base Armour (+2 Hit and End Dmg).									
Strong Hit: **Sunder - Terrain:** Destroy (or damage if it is tough) a section of terrain within 1 space of your target.									
Magic - Metal (Protect Ally)					+1			+3t	+1
Strong Hit: **Empower - Protect Ally:** An ally gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.									
Magic - Mind (Rage)					+1			+3t	+1
Strong when you're at 50% or less Endurance (+1d6 Hit Dice).									
Strong Hit: **Rage:** You and a damaged character suffer 5 Endurance damage.									
Magic - Death (Drain)		+1			+1			+4t	+2
Strong vs 0 Endurance (+1 Crit Dmg).									
Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).									
Magic - Death (Soul) / Fire (Magma)					+3			+4t, 2 Kn	+2*
Strong Hit +1. May only make 1 Attack per Round, *+1 Resource cost for Henchmen and Troop NPCs, *-1 Resource cost for Nemesis NPCs.									
Magic - Mind (Terror)					+1			+6t, 2 Kn	+2
Once per Round: A **Critical Hit** causes all damaged characters and Companion/Henchmen groups to be Suppressed.									

Hammer Modifications (May Select any Amount)

Modifications	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Personalised					+1			10t	+0
Quality		+1						1 Kn	+0
Well Maintained		+1			+1			Free	+1
• Masterwork					+1	+1		26t, 1 Kn	+2
Weak	-1d6	+1						NPC	-1
Ability - All-Power / Creet		-1			-1			1 Kn*	+0
Innate, *Must be a Creet or able to perform All-Power Arcane Rolls.									
Slaying								24t	+0
Strong vs a creature type (ie: Chomper, Dragon, Elemental, Tolatl, Troll, etc...) (+1d6 Hit Dice).									
Long			+1 -> +1	+1				NPC	+0
This Modification may be selected multiple times.									
Short		-1	-1 -> -1*	-1*				NPC	+0
This Modification may be selected multiple times, *Min 1.									
Arcane Blast					+1			16t	+1
Momentum 2: +1d6 Hit Dice, 0 -> 10 Ideal Rng, 20 Max Rng.									
Powerful		-1*			+1 +X			14t	+X
*+X Hit if you're an NPC.									
Hefty		+2			+2			Free	+0
Lose Small Keyword, Hands +1 (may never be reduced).									
Dual Wield / Shield - Parry					+1			Free	+0
Optional, Hands +1, Slots +1, +1 Defence, Resistance 1 (Stacks).									
Dual Wield - Hammer	+1d6				+1			12t	+1
Optional, Hands +1, Slots +1.									
Dual Wield - Blade		+1					Blade*.	12t**	+1
Optional, Hands +1, Slots +1, *+Crit Dmg from your Variations do not Stack and you may not select the same Variation as your Hammer (ie: no Blade Fire and Hammer Fire), **Add Blade Variation's Acquire Cost to this Modification's Acquire Cost.									
Shield - Board								12t	+1
Optional, Hands +1, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields).									
Dual Wield - Mixed					+1			12t*, 1 Kn	+1
Optional, Hands +1, Slots +1, You may select an additional - and different - Hammer Variation (+Crit Dmg from these Variations do not Stack), *Add new Variation's Acquire Cost to this Modification's Acquire Cost.									
Shield - Slab								14t	+2
Optional, Large (Lose Small Keyword), Hands +1, +3 Defence, Resistance 3 (Stacks, but not with other Shields), Strong with Endurance (Immune to Puncture).									
Dual Wield - Adept		-1			-2			12t, 2 Kn	+2
Optional, Hands +1, Slots +1, After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage.									
Shield - Divine (Forcefield)					+1			24t, 1 Kn	+3
Optional, Hands +1, Slots +1, +4 Defence, Resistance 3 (Stacks, but not with other Shields), Strong with Endurance (Immune to Puncture).									

Range Variations (Select One)

Variations	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Composite		+1			+1			+0t	+0
Hard Wood / Long Barrel			+0 -> +10	+30	+1			+0t	+0
Primal		-2			+Ref*			+1t	+0
*-2 End Dmg if you're a Nemesis NPC.									
Wyldwood		-2						+1t	+0
Puncture.									
Heavy Draw / Musket			+5 -> +10	+30	+1			+1t	+0
Reload +1 (Hold), Lose Large Keyword, Strong Hit +1.									
Explosive / Blunderbuss	+1d6		-2 -> -2	-30	+2			+1t, 1 Kn	+0
Reload +1 (Hold), Splash +1 (Stacks).									
Compound / Mechanized		+1			+2			+2t	+1
Lose Large Keyword OR Slots -1 (min 1).									
Pol Rifle		-2	+2 -> +2	+30	+1			+2t, 1 Kn	+1
Reload (Hold), Lose Large Keyword, Strong when spending 3+ Momentum (+1 Crit Dmg).									
Divine Repeater	+1d6	-1		-30				+3t, 1 Kn	+1
Dragon Sinew	-1d6	+1		+60	+1	+1		+3t, 2 Kn	+1
Attacking deals 4 General Damage to you.									
Divine Rifle			+2 -> +2	+60				+4t, 3 Kn	+1
Reload (Hold), Lose Large Keyword, **Critical Boost** may be used up to twice against characters with Endurance (normally at or reduced to 0).									
Magic - Cosmic (Guide) / Metal (Forge)								+1t	+0
Strong Hit: **Empower - Guide:** Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.									
Magic - Fire (Burn) / Life (Sickness) / Water (Acid)								+2t	+0
Strong Hit: **Burn:** All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Magic - Time (Dash) / Mind (Trick)			+0 -> +5	+10				+2t	+0
Strong Hit: **Dash:** You move up to 3 spaces (Stacks).									
Magic - Water (Ice) / Life (Vines)								+2t	+0
Strong Hit: **Inhibit:** All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									
Magic - Air (Lightning)			+0 -> +5	+10				+3t	+1
Strong Hit: **Lightning:** Cleave +1 (Stacks).									
Magic - Cosmic (Luck) / Time (Alter)					+1			+3t	+1
Strong when you roll doubles (+4 Hit).									
Strong Hit: **Luck:** Gain a Grit Re-Roll point that may only be spent during this Combat (Stacks).									
Magic - Death / Life (Poison)					+1			+3t	+1
Strong Hit: **Poison:** All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).									
Magic - Metal (Protect Ally)		+1						+3t	+1
Strong Hit: **Empower - Protect Ally:** An ally gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.									
Magic - Time (Speed)		+1						+3t	+1
Strong Hit: **Empower - Speed:** Your next Attack during this Combat gains +2d6 Hit Dice (Stacks up to +4d6).									
Magic - Death (Withering)		+1			+1			+4t, 1 Kn	+1
Strong Hit: **Withering** (Once per Round) You and a damaged character suffer 1 damage to an Attribute of your choice (no Armour).									
Magic - Death (Drain)		+1			+1			+4t	+2
Strong vs 0 Endurance (+1 Crit Dmg).									
Strong Hit: **Drain:** This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).									
Magic - Death (Soul) / Fire (Magma)					+3			+4t, 2 Kn	+2*
Strong Hit +1, May only make 1 Attack per Round, *+1 Resource cost for Henchmen and Troop NPCs, *-1 Resource cost for Nemesis NPCs.									
Magic - Death / Life (Blood)					+1			+6t, 2 Kn	+2
Once per Round: A **Critical Hit** causes all damaged characters gain **Bleed** (Does not Stack).									
Magic - Mind (Terror)					+1			+6t, 2 Kn	+2
Once per Round: A **Critical Hit** causes all damaged characters and Companion/Henchmen groups to be Suppressed.									

Range Modifications (May Select any Amount)

Modifications	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Personalised		+1						10t	+0
Quality					+1			1 Kn	+0
	Reload (Hold).								
Well Maintained		+1			+1			Free	+1
• Masterwork			+0 -> +5	+40		+1		26t, 1 Kn	+2
	Lose Large Keyword.								
Weak	-1d6	+1						NPC	-1
Ability - Wylding / Dracim		-2			-1			1 Kn*	+0
	Innate, No Hands (May select no options that increase Hands), *Must be a Dracim or able to perform Wylding Arcane Rolls.								
Slaying								24t	+0
	Strong vs a creature type (ie: Chomper, Dragon, Elemental, Tolatl, Troll, etc...) (+1d6 Hit Dice).								
Techno-Magical / Spiritbound / Special Arrows		+1			+1			16t	+1
	Momentum 2: Arcane Mix 1.								
Powerful		-1*			+1 +X			14t	+X
	*+X Hit if you're an NPC.								
Hefty		+2			+2			Free	+0
	Lose Small Keyword, Hands +1 (may never be reduced).								
Dual Wield / Shield - Parry		+1						Free	+0
	Optional, Hands +1, Slots +1, +1 Defence, Resistance 1 (Stacks).								
Dual Wield - Range	+1d6				+1			12t	+1
	Optional, Hands +1, Slots +1.								
Dual Wield - Mixed					+1			12t*, 1 Kn	+1
	Optional, Hands +1, Slots +1, You may select an additional - and different - Range Variation (+Crit Dmg from these Variations do not Stack), *Add new Variation's Acquire Cost to this Modification's Acquire Cost.								
Shield - Board		-1						14t	+1
	Optional, Hands +1, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields).								

Special Variations (Select One)

Variations	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Wand		+1			+1			+0t	+0
Gem			+0 -> +10	+40				+0t	+0
Staff		-2		-5	+Int			+1t	+0
Lose Small Keyword, *-2 End Dmg if you're a Nemesis NPC.									
Techno-Tome		-1	+0 -> -5	-5				+1t, 1 Kn	+0
Momentum 2: Arcane Mix 2.									
Orb		+1			+2			+2t	+1
Counts as a Toolbox (select Skill when Acquired).									
Scepter				+10	+1			+2t, 1 Kn	+1
Strong when spending 3+ Momentum (+1 Crit Dmg).									
Divine Artefact	+1d6	-1		-5				+3t, 1 Kn	+1
Pol Spark / Dragon Heart	-1d6	+2			+1	+1		+3t, 2 Kn	+1
Attacking deals 4 General Damage to you.									
Cube of Pol / Elemental / Vivo		+1	+0 -> +5	+5	+1			+4t, 3 Kn	+2*
This item has a personality, Strong Hit +1, *+1 Resource cost for Henchmen NPCs, Momentum 2: Arcane Mix 2.									
Magic - Cosmic (Guide)								+1t	+0
Strong Hit: Empower - Guide: Your next Attack during this Combat gains +2 Hit, Max Rng and End Dmg (Stacks), and is always counted as being in your Ideal Rng.									
Magic - Cosmic (Quash)								+2t	+0
Strong Hit: Quash: A nearby ally or all damaged characters lose all effects on them and suffer X+1 General Damage (X = number of removed effects, Max 6 damage).									
Magic - Fire (Burn) / Life (Sickness) / Water (Acid)								+2t	+0
Strong Hit: Burn: All damaged characters suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made.									
Magic - Water (Ice) / Life (Vines)								+2t	+0
Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).									
Magic - Air (Arc Lightning) / Fire (Explosive)					-1			+3t	+1
Strong Hit: Lightning - Arc: -4 End Dmg (min 1) and Cleave +2 (Stacks).									
Magic - Air (Tempest) / Metal (Force) / Mind (Trick)					+1			+3t	+1
Strong Hit: Push - Any: All damaged characters (or a section of nearby terrain) are moved 2 (3 if Tiny, 1 if Big) spaces in any direction (does not change facing, Stacks).									
Magic - Death (Destruction) / Metal (Sunder)								+3t	+1
Strong vs Shield/Huge/4+ base Armour (+2 Hit and End Dmg). Strong Hit: Sunder - Terrain: Destroy (or damage if it is tough) a section of terrain within 1 space of your target.									
Magic - Death / Life (Poison)					+1			+3t	+1
Strong Hit: Poison: All damaged characters suffer 1 damage (no Armour) to a random (1d6) Attribute at the end of their Turn until an appropriate Skill Roll of 12 is made (Does not Stack).									
Magic - Life (Heal)					-1			+3t	+1
Strong Hit: Heal: Aura 6: A character heals 2 Endurance and then removes a negative effect that would normally require a Skill Roll to remove.									
Magic - Metal (Protect Any)					+1			+3t	+1
Strong Hit: Empower - Protect Any: Aura 6: A character gains +1 Armour (Stacks) against the next Attack that hits them before your next Turn.									
Magic - Death (Withering)		+1			+1			+4t, 1 Kn	+1
Strong Hit: Withering (Once per Round) You and a damaged character suffer 1 damage to an Attribute of your choice (no Armour).									
Magic - Death (Drain)		+1			+1			+4t	+2
Strong vs 0 Endurance (+1 Crit Dmg). Strong Hit: Drain: This weapon gains +2 Hit or End Dmg until the end of Combat (Stacks).									
Magic - Mind (Terror)		+1						+6t, 2 Kn	+2
Once per Round: A Critical Hit causes all damaged characters and Companion/Henchmen groups to be Suppressed.									
Fearsome		-2*	-5 -> +0		+Grit	-1**		NPC	-1
Cleave +2, Ignore Cover, This Weapon does not break Stealthed, *Enemies Defence always equals '10 +Grit' (Grit x2 if Trained in Resolve, Grit x3 if Trained in Resolve with Resolve Toolbox), **Critical Hit random Attribute location: 1d3+3 (normally 1d6).									

Special Modifications (May Select any Amount)

Modifications	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Personalised					+1			10t	+0
Quality		+1						1 Kn	+0
No Draw.									
Well Maintained		+1			+1			Free	+1
Masterwork				+5	+1	+1		26t, 1 Kn	+2
Weak	-1d6	+1						NPC	-1
Ability - Arcane / Twi-Far		-2			-1			1 Kn*	+0
Innate, No Hands (May select no options that increase Hands), *Must be a Twi-Far or able to perform non-Ancestral Memory Arcane Rolls.									
Instrument		+1						1 Kn	+0
Counts as a Toolbox for a suitable Skill.									
Ability - Support		-1			-1*	-		2 Kn	+0
Innate, No Hands (May select no options that increase Hands), *Deals no endurance - but may still trigger effects (ie: Strong Hit options) as if it had and any Endurance damage (even from Cleave/Splash) that would have been caused to enemies may be added to an ally's next Attack during this combat (Stacks).									
Slaying								24t	+0
Strong vs a creature type (ie: Chomper, Dragon, Elemental, Tolatl, Troll, etc...) (+1d6 Hit Dice).									
Powerful		-1*			+1 +X			14t	+X
*+X Hit if you're an NPC.									
Hefty		+2			+2			Free	+0
Hands +1 (may never be reduced), Slots +1.									
Shield - Parry					+1			Free	+0
Hands +1, Slots +1, +1 Defence, Resistance 1 (Stacks).									
Dual Wield - Weapon		+1	-5 -> +0					12t	+1
Optional, Hands +1, Slots +1.									
Dual Wield - Mixed		+1						12t*, 1 Kn	+1
Optional, Hands +1, Slots +1, You may select an additional - and different - Special Variation (+Crit Dmg from these Variations do not Stack), *Add new Variation's Acquire Cost to this Modification's Acquire Cost.									
Shield - Board		-1						14t	+1
Hands +1, Slots +1, +2 Defence, Resistance 2 (Stacks, but not with other Shields).									
Mighty	+1d6	-2			+1			14t, 1 Kn	+1
Hands +1, Slots +1.									

Companion Variations (Select One)

Variations	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Peasant / Hireling								-2t	+0
	+2 Equipment Slots (normally 2).								
Animal / Brawler			-1 -> -1	-1	+1			+0t	+0
	Mobility: +2. May carry no items (0 Equipment Slots).								
Warrior		+1	-1 -> +0					+1t	+0
	Defence: +2.								
Archer / Arcanist	-1d6		+3 -> +8	+7&8	-1			+2t	+0
Brute / Knight		-2			+1			+3t	+0
	Defence: -2. Armour: +1, Mobility: -1.								
Elite - Animal / Brawler			-1 -> -1	-1	+1		Blade or Hammer.	+1t, 2 Kn	+0
	Mobility: +2. May carry no items (0 Equipment Slots).								
Elite - Warrior		+1	-1 -> +0				Blade or Hammer.	+2t, 2 Kn	+0
	Defence: +2.								
Elite - Archer / Arcanist	-1d6		+3 -> +8	+7&8	-1		Range or Special.	+3t, 2 Kn	+0
Elite - Brute / Knight		-2			+1		Blade or Hammer.	+4t, 3 Kn	+0
	Defence: -2. Armour: +1, Mobility: -1, Resistance 1.								

Companion Modifications (May Select any Amount)

Modifications	Hit Dice	Hit	Ideal Rng	Max Rng	End Dmg	Crit Dmg	Weapon Type	Acquire	Resources
Trained					+1			10t	+0
Quality					+1			1 Kn	+0
Well Supplied		+1			+1			Free	+1
Masterwork					+1	+1		26t, 1 Kn	+2
Brawny / Sneaky								12t	+0
Defence: -1, This Companion may perform Physical OR Stealth (pick one) Skill Rolls with a +1 bonus (normally equal to controller).									
Capable								14t	+0
This Companion's non-Mobility Attributes are always '3' for Actions and Cover (normally equal to controller).									
Powerful		-1*			+1 +X			14t	+X
*+X Hit if you're an NPC.									
Instrument		+1						1 Kn	+0
Counts as a Toolbox for a suitable Skill.									
Shared Aura		-1			-1			1 Kn	+0
This Companion gains their controller's Aura (max Aura distance of 2, may not overlap and some GM rule discretion may be required).									
Proficient								3 Kn	+0
Defence: -1, This Companion may perform Skill Rolls for a skill (pick any one) with a +2 bonus (normally equal to controller and max +1).									
Summon					-1			1 Kn	+1
Defence: -2, After you perform 2 Prep Actions in a Turn you may return 2 Durability of Companions Bodies (ie: 2 Bodies with 1 Durability, or 1 Body with 2 Durability) back to the combat in a suitable (GM defined) space (they may not act this Turn).									
Special Movement - Incorporeal					-1			Free	+0
Defence: -1, You're Incorporeal, May not carry items (0 Equipment Slots), May not speak (ie: they're Wraiths or Spirits).									
In Reserve								1 Kn	+0
These Companion Bodies do not need to walk around with you and may appear when needed (ie: Wraiths or Spirits that manifest at the start of combat, Techno-Magical golems that unfold from spheres, etc...).									
Special Movement - Flyer					-1			Free	+1
Defence: +2, May Fly, -2 Equipment Slots (normally 2), Weak while flying (+1d6 Hit Dice).									
Mounted / Fast					+1			16t	+1
Defence: -2, Mobility: +5, Counts as Mounted.									
Dual Wield	+1d6				+1			1 Kn	+1
Shield		-1			-1			2 Kn	+1
Defence: +2, Mobility: -1, Resistance 2 (Stacks, but not with other Shields).									
Dual Wield - Adept		-1			-2			3 Kn	+2
After you resolve an Attack a different enemy within your Ideal Range suffers 4 General Damage.									

Outfit

Outfits	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Very Little / Naked	+1	+0	0*	+0		Auto	0
Innate, *Twice per Combat: +2 Armour vs an Attack (Stacks).							
Cloth / Padded	+1	+0	1*	+0	Light.	8t	0
*Twice per Combat: +2 Armour vs an Attack (Stacks).							
Leather / Hide	+0	+0	2*	+0	Light.	10t	1
*Twice per Combat: +2 Armour vs an Attack (Stacks).							
Brigandine / Scale / Chain Shirt	+0	+0	3	+0	Light.	12t	1
Chainmail / Splint / Banded	+0	+0	3	+0	Heavy.	14t	1
Breastplate / Partial Plate	-1	+0	4	-1	Heavy.	16t, 1 Kn	3
-1 Stealth.							
Full Plate	-2	-4	4	+0	Heavy.	18t, 2 Kn	5
-1 Stealth, -1 Combat Order.							

Example Pre-Made Outfits

Light	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Tunic (Cloth)	+1	+0	1*	+0	Light, Practical.	8t	0
*Twice per Combat: +2 Armour vs an Attack (Stacks), Gain +3 Equipment Slots.							
Gambeson (Padded)	+1	+0	1*	+0	Light, Martial Robe.	9t	0
*Twice per Combat: +2 Armour vs an Attack (Stacks), All of your Weapons gain +2 Hit.							
Rogue's Jacket (Padded)	+1	+0	1*	+0	Light, Magic - Air (Smoke).	10t	0
*Twice per Combat: +2 Armour vs an Attack (Stacks), Strong vs failed Attack Roll (move 2 spaces and may change facing while not Mounted).							
Leather Lamella (Leather)	+1	+0	2*	+0	Light, Flexible.	10t	1
*Twice per Combat: +2 Armour vs an Attack (Stacks), Immune to Puncture.							
Animal Hides	+0	+2	2*	+0	Light, Primal Garb.	11t	1
*Twice per Combat: +2 Armour vs an Attack (Stacks), Blessed: Start Combat with +1 Momentum.							
Brigandine (Studded)	+1	+0	3	+0	Light, Flexible.	12t	1
Immune to Puncture.							
Martial Skill (Scale)	+0	+2	3	+0	Light, Ability.	12t*	1
Innate, *Must be able to perform 'All-Power, Enchanter or Essence Arcane Rolls' or be a 'Creet or Dracim'.							
Chain Shirt	+0	+0	3	+0	Light, Practical.	12t	1
Gain +3 Equipment Slots.							

Heavy	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Chain Hauberk (Chainmail)	+0	+0	3	+0	Heavy, Sturdy.	14t	1
All of your Weapons gain +1 End Dmg.							
Neph-Bone Splint Mail	+0	+2	3	+0	Heavy, Neph Carapace.	15t	1
Blessed: Start Combat with +1 Momentum.							
Arcane Forcefield (Banded)	+1	+2	3	+0	Heavy, Practical.	14t, 1 Kn*	2
Gain +3 Equipment Slots, Innate, *Must be able to perform 'All-Power, Wylding or Essence Arcane Rolls' or be a Creet, **Modification**: Ability.							
Cuirass (Breastplate)	-1	+0	4	-1	Heavy, Practical.	16t, 1 Kn	3
-1 Stealth, Gain +3 Equipment Slots.							
Half Plate (Partial Plate)	-1	+2	4	-1	Heavy, Consecrated.	17t, 1 Kn	3
-1 Stealth, Blessed: Start Combat with +1 Momentum.							
Knight's Plate (Full Plate)	-2	+0	4	+0	Heavy, Sturdy.	18t, 2 Kn	5
-1 Stealth, -1 Combat Order, Strong while you have Endurance (Immune to Puncture), Blessed: After you suffer Attribute damage from an enemy you gain 3 Momentum.							

Light Outfit Variations (Select One)

Variations	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Ability - All-Power / Enchanter / Essence / Creet / Dracim		+2				+0t*	+0
	Innate, *Must be able to perform 'All-Power, Enchanter or Essence Arcane Rolls' or be a 'Creet or Dracim'.						
Flexible	+1					+0t	+0
	Immune to Puncture.						
Practical						+0t	+0
	Gain +3 Equipment Slots.						
Esoteric / Primal Garb		+2				+1t	+0
	Blessed: Start Combat with +1 Momentum.						
Martial Robe						+1t	+0
	All of your Weapons gain +2 Hit.						
Neph Hide	+1	+4				+2t	+1
Techno-Magical	+2					+3t	+1
Divine Cloth	+3					+3t, 1 Kn	+2
Dragon Hide / Divine Leather	+2					+4t, 2 Kn	+2
	Resistance 1 (Stacks), Strong vs two specific Magic types (ie: Death, Fire, Water, etc...) (Light Magic Cover).						
Magic - Air (Smoke)						+2t	+0
	Strong vs failed Attack Roll (move 2 spaces and may change facing while not Mounted).						
Magic - Air / Water						+3t	+1
	You gain +1 Reflexes or Mobility (may go above Max).						
Magic - Cosmic / Fire						+3t	+1
	You gain +1 Strength or Grit (may go above Max).						
Magic - Cosmic / Metal (Protect)						+3t	+1
	Counts as a Physical Toolbox. Companions and Henchmen do not gain +End Dmg per Body against you (normally +1 per Body).						
Magic - Death	-1	-2				+3t	+1
	Blessed: Once per Round when you cause Attribute damage (after Armour): gain 1 Momentum.						
Magic - Mind						+3t	+1
	You gain +1 Focus or Intelligence (may go above Max).						
Magic - Life (Nature)	+1					+3t	+1
	Counts as a Stealth Toolbox, Strong when you're gaining Heavy/Entrenched Environmental Cover (+1 Armour).						
Magic - Water	+1					+3t, 1 Kn	+1*
	Strong vs Cleave (+1 Armour), Immune to Puncture, *+1 Resource cost for Henchmen NPCs.						
Magic - Cosmic (Blessed) / Fire (Energy) / Mind (Rage)	-1					+4t, 1 Kn	+1
	Blessed: Gain 1 Momentum at the end of your Turn.						

Light Outfit Modifications (May Select any Amount)

Modifications	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Personalised	+1					10t	+0
Quality	+1					1 Kn	+0
Well Maintained	+1	+4				Free	+1
Masterwork			+1	-1		26t, 1 Kn	+2
Sectional Plates	-1	-4				14t	+0
	Two of your Attributes gain +1 Armour, Lose any immunity to Puncture.						
Fashionable / Hidden						14t	+0
	Counts as a Persuasion or Stealth Toolbox, You lose 1 Equipment Slot.						

Heavy Outfit Variations (Select One)

Variations	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Practical						+0t	+0
Gain +3 Equipment Slots.							
Sturdy						+0t	+0
All of your Weapons gain +1 End Dmg.							
Neph Carapace / Consecrated		+2				+1t	+0
Blessed: Start Combat with +1 Momentum.							
Pol Iron	+1	+4				+2t	+1
Songsteel	+2					+3t	+1
This Outfit is very light (can be slept in, and may swim in for a very short time, does not reduce Stealth/Combat Order, etc...).							
Techno-Magical		+12				+3t, 1 Kn	+2
Dragon Scales / Divine Steel	+1	+4				+4t, 2 Kn	+2
Resistance 2 (Stacks), Strong vs a specific Magic type (ie: Death, Fire, Water, etc...) (Heavy Magic Cover).							
Magic - Air / Water						+3t	+1
You gain +1 Reflexes or Mobility (may go above Max).							
Magic - Death	-1	-2				+3t	+1
Blessed: Once per Round when you cause Attribute damage (after Armour): gain 1 Momentum.							
Magic - Cosmic / Fire / Life						+3t	+1
You gain +1 Strength or Grit (may go above Max).							
Magic - Life (Thorns)						+3t	+1
Counts as a Monsters or Forestry Toolbox, All of your Weapons gain +2 End Dmg.							
Magic - Metal		+2				+3t	+1*
Immune to most Collision damage, **Aura 1:** Allies gain 'Resistance 2 (Stacks)', *+1 Resource cost for Henchmen NPCs.							
Magic - Mind						+3t	+1
You gain +1 Focus or Intelligence (may go above Max).							
Magic - Water (Ice)	-1	+2				+3t	+1
Aura 4: 2 Uses: Two spaces become Heavy Physical Environmental Cover and Difficult Terrain until the end of the Combat.							
Magic - Cosmic	-2					+3t, 1 Kn	+1
Aura 1: You and your allies gain Light Magic Cover (no Stealth).							
Magic - Cosmic (Blessed) / Fire (Energy) / Mind (Rage)	-1					+4t, 1 Kn	+1
Blessed: Start each Combat with +2 Momentum.							

Heavy Outfit Modifications (May Select any Amount)

Modifications	Defence	Endurance	Armour	at 0 End	Outfit Type	Acquire	Resources
Personalised		+4				10t	+0
Quality		+4				1 Kn	+0
Well Maintained	+1	+4				Free	+1
Masterwork			+1	-1		26t, 1 Kn	+2
This Outfit is very light (can be slept in, and may swim in for a very short time, does not reduce Stealth/Combat Order, etc...).							
Ability - All-Power / Essence / Wylding / Creet	+1	+2				1 Kn*	+1
Innate, *Must be able to perform 'All-Power, Wylding or Essence Arcane Rolls' or be a Creet.							
Sectional Plates	-1	-4				14t	+0
Two of your Attributes gain +1 Armour, Lose any immunity to Puncture.							
Fashionable						14t	+0
Counts as a Leadership Toolbox, You lose 1 Equipment Slot.							

Utility (Select One)

» If you're able to have more than 1 Utility you may not have multiple copies of the same Utility.

» By default all Utilities require 2 Equipment Slots to carry, 0 hands to use and no Draw Action to equip and unequip.

General	Notes	Acquire	Resources
Bag of Tools	Counts as a Metallurgy and Construction Toolbox, All Hammer Weapons gain +1 Hit and End Dmg.	14t	0
Charms	Small, +1 Defence, Recovery and Combat Order.	12t	0
Explorer's Backpack	Counts as a Pathfinding Toolbox, Your Camp gains +1 Transport, You and your allies can function in a difficult environment of your choice (this environment may be changed with a day of preparation in a city or other suitable location).	14t	0
Grimoire - Initiate	Small, Twice per session you may use a Skill to attempt Arcane Rolls from a specific Arcane group (ie: Essence) . » Does not allow the selection of Traits and other options with that Arcane Requirement.	12t	0
Grimoire - Personal	Small, +1 to all Arcane Rolls.	10t	0
Grimoire - Divine	Small, +2 to all Arcane Rolls that match a narrow narrative theme (ie: plants).	12t	1
Grimoire - Eldritch	Trinket, Arcane Rolls always grant an additional positive AND negative Unexpected Consequence.	14t, 1 Kn	1
Grimoire - Techno-Magical	+1 to all Arcane Rolls, Counts as a Toolbox and Workshop for a Skill for you (not your party), You may perform 1 Action per Turn while Meditating for an Arcane Roll (normally no Actions).	16t, 1 Kn	1
Holy Symbol	Small, Counts as a Resolve Toobox, +2 Recovery.	12t	0
Relic	Counts as a Resolve Toobox, +1 Grit Re-Roll point.	12t, 1 Kn	0
Skeleton Key	Trinket, Counts as a Stealth Toolbox, You may instantly unlock adjacent basic locks (no Skill Roll required).	12t	0
Tome - Linguistics	Trinket, Counts as a Sophistication Toolbox, Your Camp gains +1 Planning. You may communicate in most common languages.	12t	0
Tome - Monsters	Small, Counts as an Monsters Toolbox, All Range Weapons gain +1 Hit and End Dmg.	14t	0
Extra Utility	This is the cost of gaining an additional Utility (normally limited to 1).	-	+2

Warfare	Notes	Acquire	Resources
Alchemist Belt	Small, Gain a non-healing Utility Potion that costs 0 Knack and Resources: you may swap this to a different Potion that costs 0 Knack and Resources during Downtime at your Camp.	14t, 2 Kn Not NPC	1
Caltrops	Small, 1 Use: **Aura 3:** Prep Action creates 3 spaces of Difficut and Dangerous Terrain (4 General Damage (may only damage Mobility)) in empty spaces.	12t	0
Divine - Scabbard / Quiver	Trinket, Your first successful Attack during Combat gains: Strong Hit +1.	16t	1
Divine - Whetstone	Trinket, +2 to all Weapon Modification rolls, All Blade Weapons gain +1 Hit and End Dmg.	12t	0
Focus - Apparatus	Small, 1 Handed, Must be Drawn, Strong Hit: **Focus - Apparatus:** You Heal 3 Endurance (Stacks) and an ally gains one use of **Momentum 1:** Arcane Mix 1 on their next Attack (you select from ANY option during your Downtime, Does not Stack).	14t	1
Focus - Holy Icon	Small, 1 Handed, Must be Drawn, Strong Hit: **Focus - Icon:** An ally Heals 3 Endurance (Stacks) and gains +1d6 Hit Dice on their next Attack (Does not Stack).	12t	0
Focus - War Horn	1 Handed, Must be Drawn, Strong Hit: **Focus - Horn:** An ally may move 1 space (Stacks) and gains Strong Hit +1 on their next Attack (Does not Stack).	14t	1
Great - Banner	Your Camp gains +1 Authority. 1 Handed, Must be Drawn, May be planted in the ground (set up or pulled down with a 1 Prep Action): **Aura 20:** If you or a non-Companion ally end a Turn with 0 Momentum: they may gain 1 Momentum (Does not Stack).	14t Not NPC	1
Great - Pavise	May be planted in the ground (set up or pulled down with 2 Prep Actions): creates a space of Heavy Physical Cover and Difficult Terrain, +1d6 Hit Dice when you Attack adjacent to and through it.	12t	0
Great - Torch / Arcane Lantern	Small, 1 Handed, Remove all Low Light Cover in an Aura 12 area around you, **Aura 12:** You and all allies gain +1 Hit and End Dmg (+2 if it is dark, Does not Stack).	12t	0
Magic - Amulet / Ring	Trinket, Gain a different Magic Variation for a Weapon or Outfit (even if you already have one, No +Crit Dmg from this Variation), *Add Variation's Acquire and Resources Cost to this Utility's Cost.	14t*, 1 Kn	0*
Magic - Boots	Small, For four Actions per day: You may move up walls and along ceiling.	14t, 1 Kn	1
Magic - Cape / Carpet	You may Fly for 1 hour a day.	20t, 2 Kn	2
Magic - Goggles / Helm	Small, Counts as an Awareness Toolbox, One at a time: Visibility Cover -1 (all Weapons) OR you can see in a 360° arc.	18t, 1 Kn	1
Reliquary / Mystical Ward	Counts as a Resolve Toobox, 1 Handed and must be Drawn to gain: Resistance 4 (Stacks, but not with Shields).	14t, 1 Kn	2
Resplendent - Barding / Caparison	Small (carried by Mount), Strong when Charging/Jousting (You and 2 non-Companion allies gain 1 Momentum).	12t	0
Resplendent - Breastplate / Belt	Trinket, Resistance 1 (Stacks).	14t	1
Resplendent - Cowl / Hat / Helm	Small, +2 to a specific Tactical (not Stealthed) Skill Roll (select when acquired).	12t	0
Resplendent - Shoulder Pads	Trinket, Increase all of your Aura distances by 1 (Stacks).	14t	1
Resplendent - Surcoat / Tabard	Trinket, You're Trained in an additional Skill.	12t, 1 Kn	0

Potions	Notes	Requirements	Acquire	Resources
Air - Blast	Small, **Aura 2:** 2 Use: Move all enemies back 3 (5 if Tiny, 1 if Big) spaces (does not change facing).		12t	0
Air - Lightning	Small, 1 Use: Your next Attack during this Combat gains Cleave +2 (Stacks).		14t	1
Air - Smoke	Small, **Aura 6:** 2 Uses: The Reposition Action may create an Aura 1 area of Light Visibility Cover for 4 Turns.		12t	0
Cosmic - Fortune	Trinket, Counts as a Wealth Toolbox, +1 Grit Re-Roll point.		14t	1
Cosmic - Nullification	**Aura 6:** 2 Uses: In response to any Attack a character lose all Magical effects on them, gains 'Weak with Magic (-2d6 Hit Dice, Stacks)' and 'Strong vs Magic (Heavy Magic Cover)' until your next Turn.	Hunter or Techno-Mage	14t	1
Cosmic - Reflection	Trinket, 1 Use: After a Ranged or Special Attack against you fails: that character suffers 4 General Damage.		12t	0
Cosmic - Shield	Small, 1 Use: Resistance 3 (Stacks) until your next Turn.		12t	0
Death - Crippling	Trinket, **Aura 6:** 2 Uses: A character suffers 2 General Damage and may not Heal until your next Turn.		12t	0
Death - Disintegrate	Small, **Aura 3:** 1 Use: A enemy suffers 4 General Damage.		12t	0
Death - Pain	Trinket, **Aura 6:** 1 Use: All characters in an Aura 1 area suffer 3 Endurance damage.		12t	0
Fire - Blast	Trinket, **Aura 3:** 1 Use: All enemies suffer 2 General Damage.		12t	0
Fire - Immolation	Small, **Aura 6:** 1 Use: A enemy suffers the **Burn** Strong Hit effect (suffer 3 General Damage (Stacks) at the start of their Turn until an appropriate Skill Roll of 12 is made).		12t	0
Fire - Incineration	Small, 1 Use: Inverses the benefits of Physical/Magical Cover (ie: Entrenched becomes: -Int x3 Defence, -2 Resistance and -1 Armour) and Shield on a target of yours for one attack (Does not Stack).	Essence or Hunter	14t, 1 Kn	0
Fire - Wall	Small, **Aura 6:** 1 Use: Create 4 adjacent spaces of Dangerous (4 General Damage) Terrain in empty spaces.	Techno-Mage	14t	1
Life - Healing	Trinket, Counts as an Apothecary Toolbox, +4 to First Aid healing rolls.		12t	0
Life - Might	Trinket, Counts as a Physical Toolbox, Blessed: 1 Use: Gain a Recovery and +1d3-1 Momentum.		14t	1
Life - Mutation	Counts as a Monsters Toolbox, +1 Attribute point.	Not Tolatl	14t	1
Life - Rejuvenation	Small, Counts as an Apothecary Toolbox, **Aura 1:** Prep Action removes 1 negative effect from a character.		12t	0
Life - Restoration	Small, **Aura 1:** 1 Use: Prep Action removes all negative effects (Bleed, Burn, etc...) and grants 2 Recoveries to a character.	All-Power or Wylding	14t, 1 Kn	1
Life - Revival	Small, Counts as an Apothecary Toolbox, **Aura 6:** 1 Use: A character with 0 Endurance heals 8 Endurance.		12t	0
Life - Thorns	Small, **Aura 2:** 1 Use: All enemies that damage you before your next Turn suffer 4 General Damage.	Wylding	12t	0
Metal - Flesh	Small, 1 Use: +1 Armour until your next Turn.		12t	0
Metal - Pull	Trinket, **Aura 6:** 1 Use: Move a character 3 (4 if Tiny, 2 if Big) spaces towards you.	Hunter	12t	0
Mind - Crazed	Trinket, 1 Use: You suffer 6 Endurance damage and your next Attack during this Combat gains Strong Hit +1.		14t	1
Mind - Misdirect	Small, Counts as a Persuasion Toolbox, **Aura 6:** 1 Use: Swap positions of two non-Mounted allies.		12t	0
Mind - Nullification	Small, **Aura 6:** 1 Use: In response to any Attack a character lose all 'Enchantment, Suppression and Mind effects' on them, gains 'Weak with Enchantment (-2d6 Hit Dice, Stacks)' and 'Strong vs Enchantment and Mind (Heavy Magic Cover)' until your next Turn.	Enchanter or Hunter	12t	0
Mind - Revitalization	Small, Counts as a Resolve Toolbox, **Aura 1:** 2 Uses: Prep Action grants a Recovery to a character.		12t	0
Time - Quicken	Small, 1 Use: Perform the Quick Strike Action with Strong Hit -1.		14t, 1 Kn	1
Time - Speed	Small, 1 Use: Perform the Reposition Action.		12t	0
Water - Ice / Life - Vines	Trinket, **Aura 6:** 1 Use: A enemy suffers the **Inhibit** Strong Hit effect (All characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks)).		12t	0
Water - Oil	Small, **Aura 6:** 1 Use: A character suffers 'Weak vs Fire, Ice and Lightning (+2d6 Hit Dice)' until an appropriate Skill Roll of 12 is made (Does not Stack).		14t	1

Stance	Notes	Acquire	Resources
Adaptive	Innate, **Momentum 1:** Gain +2 Hit, End Dmg or Movement until your next Turn (Stacks up to +4).	14t	1
Defensive	Innate, +1 Defence per unspent Momentum.	14t, 1 Kn	1
Delver	Innate, You may hold 1-handed non-Weapon items (ie: torch) in the same hand that is holding a Shield, Strong when underground or in Low Light Cover (+1 Hit, End Dmg and Defence).	12t	0
Duellist	Innate, Your non-Innate Weapons gain +1d6 Hit Dice if you have 1 Hand free of any items.	12t	0
Formation	Innate, **Aura 1:** You and all allies gain 'Strong when you're Attacking through an allies space (+1d6 Hit Dice)'.	14t	1
Offensive	Innate, +1 Hit per unspent Momentum.	12t	0
Protective	Innate, +1 Defence, **Aura 2:** Allies without Resistance gain 2 Resistance.	14t, 1 Kn	1

Example Misc Items, Services & Tasks

» All Misc items require 1 Hand, no Draw action to equip and unequip, and X Use items are lost after use, unless stated otherwise.

» The example Misc Items, Services and Tasks listed here are intended to inspire GMs and we encourage you to create more.

Core	Notes	Acquire
Trade Good	May exchange 4 Trade Goods for +1 current Resources.	12t
Variations: Coin	Requires 1 Equipment Slot, May exchange 1 for +1 to a failed roll where money would help (Stacks).	+0t
Precious	Requires 2 Equipment Slot.	+0t
Loot	Requires 3 Slots, May exchange 4 Slots of quality gear for +1 Loot Trade Good.	+0t
Honour	Task, May exchange 4 Honour units for +1 current Influence, May exchange 1 for +1 to a failed roll where public respect would help (Stacks).	12t
Glory	Task, May exchange 4 Glory units for +1 Knack.	12t
Bulky Toolbox	Large, Counts as a Toolbox for a Primary Skill.	14**
Toolbox	+1 to a Trained Primary Skill (only Stacks with Workshop).	14t
Compact Toolbox	Small, Counts as a Toolbox.	18t
Divine Toolbox	Trinket, Counts as a Toolbox.	24t, 1 Kn
Common Items	Few changes of clothes, backpack and any other minor items that are suitable to your character concept.	**
Torch	Small, Must be Drawn, 4 hours use: Remove all Low Light Cover in an Aura 8 area around you.	10**
Assist	Task, Grant +1 to another character's Skill Roll (Stacks), *10t if assisting an Acquisition Roll.	10*
	**1 free per at character creation.	

General	Notes	Acquire
Gadget	Task, Gain a Utility or Weapon that would cost '12t or less' to acquire and give it the '1 Use' Keyword (the GM defines duration if appropriate), It does not count as a Toolbox.	12t
Explorer's Clothing	No Hands, You may function in a specific difficult environment (ie: a warm coat for cold, climbing gear, etc...) without penalty.	14t
Common Item	Gain a common item, Size is set by GM (Trinket, Small, Large or none).	10 to 14
Examples:	Candle, clothes, common pet, ladder, meal, oil, pole, rope, scroll, simple lockbox, tent, etc...	
Expensive/Rare Item	Gain an expensive/rare item, Size is set by GM (Trinket, Small, Large or none).	10t to 14t
Examples:	Antidote, poison, bomb, noble's attire, feast, forged papers, legal contract, magic lockbox, rare pet, telescope, map, etc...	
Hire Help	Task, Hire a group of unskilled or a single skilled NPC (ie: for an Arcane Roll) to help you for a short time, May grant +1 or +2 to appropriate rolls.	10t to 16t
Learn Language	Task, You learn to speak and read a new Language (see pg: 199).	1 Kn
Rent Workshop	Task, Rent a Workshop (+1 to a Trained Skill) for 4 rolls.	12t
Rest at Town	Task, You and your party rest at a safe and comfortable establishment (ie: tavern): Your Camp heals +2 Max Endurance Damage per day.	Free
High Quality Rest	Task, You and your party rest well in a city or town for a week: Your Camp heals +10 Max Endurance Damage per day.	14t

Camp Tasks	Notes	Acquire
Hide	Task, It is harder to perceive or track your group, -50% Travel Speed.	12 to 14*
March	Task, +50% Travel Speed, 8 Max End damage, Most PCs must succeed.	12 to 14*
No Sleep	Task, Remain awake all night, 8 Max End damage (+8 per night in a row), +50% Travel Speed (and +4 Max End damage).	12 to 14*
Scout	Task, Gather information or provisions from the region, -20% Travel Speed, May be required to avoid trouble.	12 to 14*
Secure	Task, Keep watch for 3 hours at night, protect camp with barricades or set traps, 4 Max End damage.	12 to 14*
Tavern	Task, Sleep at a safe and comfortable establishment, +2 daily Max End healing.	12 to 14*
	*GM should feel free to heavily alter Acquire Cost, even to remove the need for a Skill Roll.	

Healing	Notes	Acquire
First Aid	Task, Heal 2 Attribute damage to all nearby characters that was dealt in the past 5 minutes. May only be successfully applied once per character and outside Combat (see pg: 74 for more details).	12
Care	Task, Heal 3 Attribute damage to a character.	12t
Remove Effect	Task, Remove all effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character, Retrying this task does not impose a -2 penalty.	12
Healing Vial	Small, 2 Uses: +1 to a failed healing roll (Stacks) OR your Prep Action gains 'Aura 1: Heal a character 1d6 Endurance'.	12t
Cure - Psychological	Task, Remove a GM psychological Condition that was not gained from your Species or a Trait, *May require a Workshop and/or a suitable Arcane ability.	14t*
Cure - Physical	Task, Remove a GM physical Condition that was not gained from your Species or a Trait, *May require a Workshop and/or a suitable Arcane ability.	14t*
Healing Self	Any healing roll that heals Attribute damage and is affecting yourself.	+2

Perception	Notes	Acquire
Torch	Small, Must be Drawn, 4 hours use: Remove all Low Light Cover in an Aura 8 area around you.	10
Lantern	Small, Drawn and held in a hand: Remove all Low Light Cover in an Aura 6 area around you. May hang at your side: Remove all Low Light Cover in an Aura 4 area around you.	12t
Alchemical Torch	Small, Must be Drawn, 8 hours of use: Remove all Low Light Cover in an Aura 12 area around you, Torch is very hard to extinguish (will not go out, even underwater).	14t
Divine Torch (Flashlight)	Trinket, Must be Drawm, Remove all Low Light Cover from yourself and an Aura 2 area within 20 spaces of you.	16t
Techno-Magic Alarm	Small, Can be set up to make a noise if it detects movement in a nearby area.	18t
Techno-Magic Camera	Small, Take pictures that can be developed in a Metallurgy Workshop.	20t
Magic Voice Box (Radio)	Small, May communicate audio with Magic Voice Boxes over 2 Kilometres of unobstructed space.	22t, 1 Kn

Pets		Notes	Acquire	Resources
Small Pet		Companion (**Defence 16, Armour 2, Durability 2, Mobility 6**) that may carry Trinket items (0 Slots). You are Tiny and your Bodies are immune to non-direct Splash/Cleave damage.	10t	0
Variations:	Beast / Chompling	**Mobility +2**, Know 3 complex tricks*, **12t**: Learn 1 new complex trick*.	+0t	+0
	Bird / Flying Critter	May Fly. Know 2 complex tricks*.	+0t	+0
	Ground Critter	**Defence +1**, Know 4 complex tricks*, **12t**: Learn 2 new complex tricks*.	+0t	+0
	Fungizombie Critter	**Mobility -3**, Know 1 complex trick*. Come back 1 day after death, **Momentum 1: Aura 1**: You die and an enemy suffers 4 General Damage.	+2t	+0
	Mini Golem / Neph Spawn	**Armour +1**, Know 2 complex tricks* and may perform a specific Skill at your Skill Roll bonus (normally up to +1).	+4t	+0
	Fey / Imp / Spirit / Wraith	May Fly or Teleport, Know 1 complex trick*, **12t**: Learn 1 new arcane-themed complex trick*.	+4t	+0
		*Example complex tricks: deliver item, track scent, guard location, hide, speak (if able), attack (**Momentum 1: Aura 1**: Twice per Round an enemy suffers 2 General Damage), avoid death once per week, etc...		

Mounts		Notes	Acquire	Resources
Mount		A Companion that a character can ride (requires 1 hand to control, this hand can also carry a Shield or Utility), **Defence: 14 (-2), Armour: 3, Durability: 2, Bodies: 1, Mobility: 8 (+3, Rotation Arc: 90° at the end of your Turn)**, Individual, Big, May carry 2 Equipment Slots, Beast Attack (**Momentum 2: Aura 1 (and along your movement path)**: Once per Round an enemy suffers 4 General Damage), *-1 Cost for NPCs.	14t	1*
Variations:	Dire Critter	**Mobility: -2 (-1)**, One type of exotic movement (ie: swim, climb, glide*, etc...) (may count as Difficult Terrain).	+0t	+0
	Cerbion Hound	Beast Attack (**Momentum -1**: -1 General Damage).	+0t	+0
	Galeflapper	**Defence: -2 (-1)**, May glide* over short distances.	+0t	+0
	Great Stag	**Mobility: +2 (+1)**, May gain the Trick Modification three times (normally once).	+0t	+0
	Echru Boar	**Durability: +3.**	+0t	+0
	Umbral Yak	**Defence: +2 (+1), Durability: +1, Mobility: -2 (-1).**	+2t	+0
	Neph Spawn	**Defence: -2 (-1)**, Beast Attack (Aura +1).	+2t	+0
	Mist Raptor	**Durability: +1, Mobility: (**May rotate at the start of your Turn (normally end)**).**	+4t	+1
	Golem	**Durability: +1, Mobility: -2 (-2)**, Beast Attack (Aura +7).	+4t, +1 Kn	+1
	Divine Bike	**Mobility: +6 (+3)**, Rider gains 'Strong when Charging/Jousting (+3d6 Hit Dice)'.	+6t, +1 Kn	+2
	Moonlit Eagle	**Defence: +4 (+2), Mobility: +2 (+1)**, May Fly*.	+6t, +2 Kn	+2
	Demon Steed	**Armour: +1**, Beast Attack (General Damage +1).	+8t, +2 Kn	+2
	Griffon	**Durability: +2**, May Fly*, Beast Attack (Momentum -1, Aura +1).	+8t, +3 Kn	+3
	Drake	**Armour: +1, Durability: +1, Mobility: -2 (-1)**, Beast Attack (Aura +14, General Damage +1).	+10t, +3 Kn	+3
	Bound Wyvern	**Durability: +1, Mobility: +2 (+1)**, May Fly*, Beast Attack (Aura +2, +4 Endurance damage).	+10t, +4 Kn	+3
	Loyal Dragon	**Armour: +1, Durability: +2, Mobility: +2 (+1)**, May Fly*, Beast Attack (Aura +24), Strong vs one kind magic type (+2 Armour).	+12t, +5 Kn	+4
Modifications:	Trick	Animal learns a complex trick (ie: come when called, track a scent, guard a location).	12t	+0
	Spirited	Rider gains 'Strong when Charging/Jousting (+1d6 Hit Dice)',	14t	+0
	Quality Tack	**Defence: +0 (+1), Mobility: +0 (+1).**	16t	+0
	Barding	**Durability: +2, Mobility: -1 (-1).**	18t	+0
	Heavy Barding	**Armour: +1, Mobility: -1 (-1).**	20t, 1 Kn	+0
		*Weak while flying/gliding after using a Max Rng 3+ Weapon (+1d6 Hit Dice until your next Turn).		

Buildings	Notes	Acquire
Camp Development - Landowner	Gain ownership of a region of land (larger if rural, smaller if urban). +2 Authority, +4 Planning and Authority on your land. » 20t: Expand owned land.	20t
Hut	Gain a simple, single-room dwelling with a thatched roof.	14t
Cabin	Gain a small and rustic dwelling that is constructed with logs. » *+2t if not within a wooded area.	16t*
Cottage	Gain a modest, cozy dwelling, with a thatched roof, multiple rooms and made from local materials (wood or stone).	18t
Townhouse	Gain a multi-story residence. » *+2t if not within an urban area.	20t*
Homestead	Gain a self-sufficient dwelling on land you own with a farmhouse and outbuildings. » *+2t if not within a rural area.	22t*
Grand Tower	Gain a large fortified tower on land you own that is also suitable as a residence, and made from local materials (wood or stone).	24t
Manor	Gain a large estate on land you own with a main residence, servants quarters and fine furnishings. » All PCs suffer -1 to all Acquisition Rolls (Stacks). » Gain a Camp Development (pg: 196) of your choice.	26t 1 Kn
Stronghold	Gain a large fortified structure on land you own that is also suitable as a residence and made from local materials (wood or stone). » All PCs suffer -1 to all Acquisition Rolls (Stacks). » Gain a Camp Development (pg: 196) of your choice.	28t 2 Kn
Castle	Gain a large fortified structure on land you own with a keep, walls, towers and various buildings, designed for both defence and residence. » All PCs suffer -2 to all Acquisition Rolls (Stacks). » Gain a Camp Development (pg: 196) of your choice. » *+6t if not near stone to quary.	30t* 3 Kn
Palisade - Simple	A loose defensive wall made of wooden stakes around a small area (such as your camp).	1t
Palisade	A solid defensive wall made of wooden stakes, and with towers and gates, around a large area (such as a settlement).	16t
Moat	A deep and wide defensive trench with bridges. May be filled with water if there is a local source.	16t
Stone Wall	A solid defensive stone wall with towers and gates around a moderate-sized area (such as one side of an inner city). » *+6t if not near stone to quary.	18t*
Investment	You establish a business or investment that narratively matches a Workshop from your Camp. » Reduce Building Acquisition Roll penalties against you (not your party) by 2.	1 kn
Hired Help	A group of NPCs work for you, most commonly to maintain or defend an Enterprise (and not travel with you in your camp). » All PCs suffer -1 to all Acquisition Rolls (Stacks).	18t

Heir	Notes	Acquire
Appoint Heir	If your next PC is your Heir: they gain all of the listed benefits.	Free
Will	You produce a legally binding will. » Heir gains +2 Spare Time Points at character creation.	1t
Legacy	Your Heir is seen as being up to the task of walking in your impressive footsteps. » If you have 10+ current Influence: Heir gains +1 current and max Influence.	16t
Heirloom	At least one of your items is passed down to your Heir. » Heir gains an item from their benefactor with all Modifications, and costs -2 Kn.	16t
Inheritance	You secure wealth for your Heir and offspring. » If you have 10+ current Resources: Heir gains +1 current and max Resources.	18t
Education	Your Heir and offspring are well-educated, » Heir is trained in an additional Skill.	2 Kn
Service	Your Heir spends many years working for the crown (military), religion or your family house. » **Roll 1d6 (may never re-roll this)**: 1) They're no longer your Heir (possibly due to death or a denouncement of their legal rights), on a roll of 2 or 3) Heir suffers 2 damage (no Armour) to two random (1d6) Attributes at character creation, on a roll of 4 to 6) Heir gain an "Agent of" Trait (pg: 158) and this does not count towards their '1 Trait per Level' limit.	16t
Offspring	Heir is the oldest suitable child of the PC. » Heir sets two Attributes to a random (1d6) value and distributes 12 Attribute points among their other Attributes.	Free
Unplanned	You do not know who your Heir is. » **Roll 1d6 (may never re-roll this)**: Gain 1) Legacy, 2) Heirloom, 3) Inheritance, 4) Educated, 5) Service, 6) Offspring.	Free
Disinherit	Your current Heir is no longer your Heir. » May re-roll Offspring Attributes (if you have another child) and lose 'Will, Legacy and Service'. » Disinherited person may become a rival of your new Heir.	16t

Tactical	Skill / Req	Notes	Acquire
Assault (Improvised Attack)	Finesse or Brawn	Task, A character suffers 3 General Damage » **Blade/Hammer:** Increase General Damage to 4 if you're using a '2 Handed, Large, Blade/Hammer' Weapon. » **Dual:** Increase number of affected people to 2 if you're using a Dual Weapon. » **Surprised and Out of Combat:** At the GM's discretion, this may make the target unconscious.	12 to 16
Encourage - Soothe	Leadership	Task, **Aura 6:** A character Heals 3 Endurance damage. » **Utility:** Increase Aura distance to 12 if you're equipped with a Warfare Utility item.	12
Feint	Finesse, Brawn or Cunning	Task, **Aura 2:** You and a character suffer -2 Defence and Resistance until your next Turn (Does not Stack). » **Blade/Hammer:** +2 to Skill Roll if you're equipped with a '1 Handed Blade/Hammer' Weapon. » **Dual:** You do not suffer any penalties if you're equipped with a Dual Weapon.	14 to 16
Guardian	Finesse or Cunning	Task, **Aura 1:** An ally gains Light Physical Cover (no Stealth) until your next Turn (must remain within Aura area). » **Dual:** May affect 2 characters if you're using a Dual Weapon. » **Shield:** +2 to Skill Roll and may affect self if you're using a Shield Weapon.	14
Remove Effect	Apothecary*	Task, Remove all effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character, Retrying this task does not impose a -2 penalty. » ***Skill:** May use alternate Skill (ie: Resolve to shake self out of a fear-induced Inhibit).	12
Stealthed	Stealth	Task, You require Cover against all enemies, 'Move at 1/2 speed, may not be perceived or Attacked and Ignore enemy Resistance'. You lose Stealthed if you: 'Hit with an Attack (including Assault Skill Roll), You lose Cover against any enemy facing you or an enemy performs a successful Awareness Skill Roll on you (Difficulty = 12 to 16).' » **Group:** +4 Difficulty with a Toolbox if attempting to hide a small group of people outside of combat.	10 to 20
Tackle	Physical	Task, **Aura 1:** May Suppress you and another character for the next Turn, The winner may move the other character a number of spaces equal to 'their Strength - their opponent's Strength' (+1 distance if they're Tiny, -1 if they're Big). If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them.	10 to 18
Trick / Shove	Persuasion, Leadership, Physical or Cunning	Task, **Aura 2:** Move an enemy 2 spaces: no harm through movement. » **Blade:** +2 to Skill Roll if you're using a Blade Weapon. » **Hammer/Shield:** May move enemy backwards 1 space and cause harm if you're using a Hammer/Shield Weapon. » **Range:** Increase Aura distance to 8 if you're using a Range Weapon.	14 to 18

Example Arcane Rolls

» The example Arcane Roll uses listed here are intended to inspire GMs and PCs and we encourage you to create more.

» All-Power:
  » Physical/Awareness/Stealth = Amplify your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
  » Insight = Prayer (fate, luck and wisdom).
  » Resolve = Barrier.
  » Apothecary = Healing (supersedes other skill choices for healing).

» Ancestral Memory:
  » Insight = Ancestral Experience (understand an ancestor).
  » Culture = Ancestral Experience (rural, poor, criminal or military).
  » Sophistication = Ancestral Experience (urban, wealthy or powerful).
  » Resolve = Ancestral Experience (ancient past).

» Enchantment:
  » Persuasion = Mind (subtle control), Demon/Fey/Wraith (cunning deal).
  » Leadership = Mind (forced control), Demon/Fey/Wraith (forced deal).
  » Insight = Mind (read, harm and healing).
  » Awareness = Sense Nix/Fey Dust (natural flow, Enchantment use and Dust creatures).
  » Stealth = Mind (cloud other minds, and supersedes other skill choices connected to stealth).
  » Culture = Time (see into rural locations OR through poor, criminal or military person), Control Wraiths (poor, criminal or military person).
  » Sophistication = Time (see into urban locations OR through wealthy or powerful person), Control Wraiths (wealthy or powerful person).
  » Monsters = Control Demons.
  » Forestry = Time (see into wild location), Control Fey.
  » Pathfinding = Portals and Time (change flow).

» Essence:
  » Physical/Awareness/Stealth = Amplify your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
  » Stealth = Darkness Ethereal.
  » Apothecary = Life Ethereal (supersedes other skill choices for healing).
  » Metallurgy = Air Ethereal (lightning), Fire Ethereal, Earth Ethereal/Elemental.
  » Monsters = Death Ethereal, any Elemental (death, destruction, mutation and poison).
  » Forestry = Cosmic Ethereal (fate and luck), Life Ethereal (plants).
  » Pathfinding = Air Ethereal (weather, wind), Water Ethereal/Elemental.

» Techno-Magic:
  » Physical/Awareness/Stealth = Gadgets for your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
  » Stealth = Invisibility.
  » Metallurgy = Death, Fire, Lightning and Metal (ore, magnets and gravity). Control Automatons (with correct tools and access).
  » Pathfinding = Air (wind), Water.

» Wylding:
  » Persuasion = Mind (subtle emotion manipulation).
  » Leadership = Mind (forced emotion manipulation).
  » Physical/Awareness/Stealth = Mutate your Body (supersedes other skill choices for Amazing Feats connected to your body or stealth).
  » Apothecary = Healing (supersedes other skill choices for healing).
  » Monsters = Death, Mutate Others, Poison, Control of select Wylding Creatures.
  » Forestry = Plants.

Arcane Ability	Requirements	Notes	Acquire
Amazing Feat		Task, You perform an amazing physical or mental feat (ie: perfect balance on a rope, hold your breath for an hour, climb a nearly flat wall, catch a fly with tweezers, microscopic sight, catch an arrow, run on water, hyper-concentrate, etc...) and gain +2 for two suitable Actions (ie: +2 Movement, +2 End Dmg, etc...), 1 Turn (ie: +2 Defence) or a short time out of combat. » All-Power: Increase bonus to +4. » Ancestral Memory: May only affect your mind (ie: clarity of thought). » Enchantment: Aura 6: May grant benefits to a nearby character instead of yourself. » Essence: May choose to fly (+2 Movement and Defence) and it is easier (+2 bonus to Arcane Roll). » Techno-Magic: In the past you created a gadget to grant a temporary Amazing Feat. » Wylding: May gain body part(s) of a familiar creature (ie: night-vision eyes, wings, gills, climbing claws, etc...) to perform even more impressive physical feats.	14 to 16
Assault - Blast	Not Ancestral Memory	Task, Aura 6: A character suffers 3 General Damage. » All-Power: 4 General Damage and reduce Aura size to 1 (ie: martial punch). » Enchantment: 4 General Damage vs 'Demons, Enchanters, Fey and Wraiths'. » Essence: 4 General Damage. » Techno-Magic: 4 General Damage if they're a robot (Automaton, Demon of Dos, Golem, or Child of Pol). » Wylding: Affects two characters.	14 to 16
Barrier	Not Ancestral Memory	Task, Aura 4: Create 2 adjacent spaces of semi-transparent wall that offer Light Magic Cover and is Difficult Terrain. Meditating: Grows 1 space per Round (1 meter per ten seconds) of meditating up to one hour (362 line, or 115 diameter sphere), and blocks movement (requires a suitable Skill Roll of 14 to pass through). » All-Power: Heavy Cover. » Meditating: Grows 2 spaces per Round of meditating up to one hour (722 line, or 230 diameter sphere). » Enchantment: Increase Aura size to 8. » Essence: Cover becomes Physical or Limited Vision (not Magic). » Techno-Magic: May choose to grant Cover to an ally (and not 2 adjacent spaces) until your next Turn. » Wylding: Cover is Physical (not Magic) and is also Dangerous Terrain (3 General Damage).	14

Arcane Ability	Requirements	Notes	Acquire
Converse	Not Ancestral Memory	Task, You communicate with a person, possibly secretly and over some distance. May require meditating. » All-Power: May only communicate with followers of the All-Faith through their dreams. » Enchantment: Communication through thoughts. » Essence: Message must be conveyed by a friendly Ethereal/Elemental spirit or you see what a friendly Ethereal spirit sees. » Techno-Magic: Subject must have or be given a techno-magic device beforehand (ie: radio or be a computer). » Wylding: May only converse with nearby wylding creatures.	14
Countercast	Not Ancestral Memory	Task, Momentum 3 (Instant): Aura 12: If you can narratively justify a countercast (ie: water to stop a fire spell, telekinetic grab their hands) then a foe suffers -4 to their Arcane Skill Roll (Stacks). Some powerful Arcane Rolls may require meditating. » All-Power: Reduce Aura size to 2 and Momentum cost to 2. » Enchantment: Narrativly easy to justify countercast by clouding a person's mind. » Essence: Successful countercast deals 4 General damage to foe. » Techno-Magic: Reduce Momentum cost to 2. » Wylding: Increase Aura size to 24.	14
Danger - Create	Not Ancestral Memory	Task, Aura 6: Create up to 2 spaces of adjacent Dangerous (3 General Damage) or Difficult Terrain (not under a character). Meditating: Grows 2 spaces per Round (2 meters per ten seconds) of meditating up to thirty minutes (362 line, or 21 diameter circle). » All-Power: May not create Dangerous Terrain. » Enchantment: Increase Aura size to 24 and only 1 space. » Essence: 4 General Damage. » Techno-Magic: 3 spaces. » Wylding: Is both Difficult and Dangerous Terrain.	14
Danger - Dissipate	Not Ancestral Memory	Task, Aura 4: Remove all suitable effects of a single type (ie: firey Burn or Dangerous Terrain if you have access to fire or water) from a character or the environment within the Aura area. » All-Power: Only removes health or mind related effects. » Enchantment: Only removes Enchantment effects. » Essence: May transfer effects to a character or new spaces (not under a character) within aura area rather than remove if you have access to a spirit of the same magic type (ie: water spirit can move water effects). » Techno-Magic/Wylding: Only removes physical or energy effects.	14
Heal	All-Power or Wylding	Task, Heal 4 Attribute damage to an organic character. » All-Power: Also heals all minor ailments (ie: sickness) and is fast (5 minutes). » Wylding: Also heals a major ailment (ie: missing limb) with access to a Workshop.	14t
Heal - Soothe	Not Ancestral Memory or Techno-Magic	Task, Aura 6: A character Heals 3 Endurance damage. » All-Power: Heal 4 Endurance damage. » Enchantment: Increase Aura size to 10. » Essence: Reduce Aura size to 3 and Heal 2 Endurance to all allies in Aura area. » Wylding: Heal 6 Endurance if they have 0 Endurance.	14
Portal	Enchantment, Essence, or Techno-Magic	Task, Open a portal (teleport) for up to an hour to another suitable portal. » Enchantment: May also teleport through time (22t) and does not require another suitable portal. » Essence: Suitable portals are rare (ie: friendly spirits with this power). » Techno-Magic: Portals must be constructed (24t), and this (18t) is the cost to use them for an hour.	18t
Reach	Enchantment, Techno-Magic or Wylding	Task, Aura 6: May grab and move objects at a distance (ie: Tackle, see pg: 193). » Enchantment: Only vs creatures with a mind, Use your Grit vs Grit for Tackle. » Techno-Magic: Use your Intelligence vs Str for Tackle. » Wylding: Increase Aura size to 10, Use your Focus vs Str for Tackle.	16 to 18
Resist Elements	Not Ancestral Memory or Enchantment	Task, Reduce the negative effects of an environment (hot, cold, low oxygen, radiation, etc...) on you for an hour (Does not Stack). » All-Power: Increase duration to a day. » Essence: Aura 3: Apply to self and all allies who remain within Aura area. » Techno-Magic/Wylding: Aura 6: Creates an object that may used by you or an ally. Must be used within one week.	16
Wisdom	Not Techno-Magic or Wylding	Task, You gain special knowledge or advice. May require meditating. » All-Power: Gain wisdom from the All-Being (who may not be clear or direct, but is never wrong or malicious) by meditating. » Ancestral Memory: Access memories from a distant ancestor by meditating for an hour. » Enchantment: See into the past or future, into a person's mind, or gain wisdom from a 'Demon, Fey or nearby Wraith'. » Essence: Gain wisdom from a nearby Ethereal or Elemental spirit.	14 to 22

Camp Developments

» Camps may acquire each of these Developments once.

Transport	Notes	Acquire
Backpacks	+1 Transport.	12t
Pack Animal	+1 Transport.	14t
Cart	+1 Transport (Does not Stack with 'Wagon or Caravan'), Some traversal limitations.	16t
Wagon	+2 Transport (Does not Stack with 'Cart or Caravan'), Traversal limitations.	18t
Caravan	+3 Transport (Does not Stack with 'Cart or Wagon'), +1 Work, -2 Planning, Many traversal limitations.	20t
Box of Holding	+1 Transport, May be personally carried by a character (requiring 2 Equipments Slots and can hold 8 Equipment Slots).	22t

Planning	Notes	Acquire
Maps	+1 Planning.	12t
Navigation Tools	+1 Planning.	14t
Quality Charts	+1 Planning.	16t
Library	+1 Planning, -1 Transport.	18t
Scribes	+1 Planning, +1 Authority, -1 Acquisition Rolls, These NPCs may gather information from the region around your camp.	20t
Spirit Escort	+1 Planning.	22t

Authority	Notes	Acquire
Identification Parchment	+1 Authority.	12t
Guild Insignia	+1 Authority (Does not Stack with 'Holy Decree or Lord's Seal'), Your party is working for a specific guild.	14t
Holy Decree	+1 Authority (Does not Stack with 'Guild Insignia, or Lord's Seal'), Your party is working for a specific religious group.	16t
Lord's Seal	+1 Authority (Does not Stack with 'Guild Insignia or Holy Decree'), Your party is working for a specific noble lord.	18t
Landowner	Gain ownership of a region of land (larger if rural, smaller if urban). +2 Authority, +4 Planning and Authority on your land. » 20t: Expand owned land.	20t
Royal Writ	+1 Authority.	22t

Work	Notes	Acquire
Extra Provisions	+1 Work.	12t
Tool Chest	+1 Work.	14t
Laboratory	+1 Work.	16t
Workbench	+1 Work, -1 Transport.	18t
Entourage	+1 Work, -1 Rest, +1 Acquisition Rolls, These NPCs may create social connections in the region around your camp.	20t
Techno-Magic Gizmo	+1 Work.	22t

Rest	Notes	Acquire
Bedrolls	+1 Rest.	12t
Bivouac Sacks	+1 Rest (Does not Stack with 'Tents, or Pavilions & Banner').	14t
Tents	+2 Rest (Does not Stack with 'Bivouac Sacks, or Pavilions & Banner'), -1 Transport.	16t
Pavilions & Banner	+3 Rest (Does not Stack with 'Bivouac Sacks or Tents'), +1 Authority, -2 Transport.	18t
Guards	+2 Rest, -1 Supplies, -1 Acquisition Rolls, These NPCs may aid the security of your camp.	20t
Arcane Lamps & Alarm	+1 Rest, These arcane items may illuminate and aid the security of your camp.	22t

Supplies	Notes	Acquire
Cooking Pot	+1 Supplies.	12t
Salt & Spices	+1 Supplies.	14t
Hunting Gear	+1 Supplies.	16t
Camp Stove	+1 Supplies, -1 Transport.	18t
Huntsmen	+1 Supplies, +1 Planning, -1 Acquisition Rolls, These NPCs may Eexplore the region around your camp.	20t
Ice Box	+1 Supplies.	22t

» Each costs 1 Influence (your Camp's Authority may grant free Perks), or can only be gained through specific Species or Traits.

Perks	Requirements	Benefits
Armoury		Gain a non-Innate Weapon for free that would cost the same (or less) 'Resources, Acquisition Roll Difficulty and Knack' as a non-Innate Weapon that you own: you may swap these items during Downtime at your Camp (may only carry 1 of them at a time).
Size - Tiny	From Species or Trait	You're particularly small character. » Up to -2 penalty to some Physical and Leadership Skill Rolls. » +1 Stealth (as if you had 4+ Mobility Attribute). » Physical Cover is easier to gain. » You grant no (or Light if with a shield) Physical Cover to non-Tiny characters (normally Light). » Larger characters treat your space as Difficult Terrain to move through (normally requires a Physical Skill Roll of 14).
Size - Big	From Species or Trait	You're particularly large character. » Up to +2 bonus to some Physical and Leadership Skill Rolls. » -1 Stealth (as if you had 1- Mobility Attribute). » Physical Cover is harder to gain. » You grant Heavy (or Entrenched with a shield) Physical Cover to non-Big characters (normally Light). » Tiny characters treat your space as Difficult Terrain to move through (normally requires a Physical Skill Roll of 14). » Increase all Tactical (pg: 193) Aura distances by 1. » **Optional Rule:** You take up 2+ spaces (normally 1).
Contact		You have a helpful friend or professional contact who may help you in exchange for a favour (the larger the request the greater the favour).
Devout		Gain a Specialist Bonus on the listed topic(s) that matches your deity/demigod: » **All-Being:** Charity, inner peace. *** » **Archdruid:** Creating life. » **Faren Drasong:** Rage, rebellion. » **Hercule Noskos:** Delegating, inspiriation. » **Languorem:** Dragon-kind, tyranny. *** » **Akh:** Family, heraldry, light. » **Ath:** Sacrifice, tournoments. » **Corp:** Economics, moon, seas. » **Dos:** Cruelty. » **Dray:** Passion. » **Etso:** Fun, madness, parties. » **Fik:** Destiny, patience, stars. » **Jinin & Nijin:** Cycle of life and death. » **Jop Jop:** Justice, vengeance. » **Neph:** Natural order, war. » **Nix:** Afterlife, funerals, mirrors, trickery. » **Pol & Wielders:** New techno-magic, unknown divine artefacts. » **Ugra'thok:** Giants, greed, insects. *** » **Aharon:** Rejuvenating nature. » **Bipin:** Traps. » **Collopsi:** Songs, water. » **Doijn:** Dreams, storms. » **Fodneer & Kaliao:** Chaos, madness » **Incarneia:** Disguise. » **Ogonjo:** Harmony, patience, snails. » **Owzer:** Harmony between civilisation & nature. » **Peridil:** Destressed Twi-Far, rebirth. » **Zowilza:** Elementals, self-control.
Infamy / Renown		Many NPCs know of you: may grant +1 to some Persuasion and Leadership Skill Rolls (Does not Stack).
Revenue		Reduce your Camp's Acquisition Roll penalties against you (not your party) by 1.
Social Status	2 Kn GM Permission	May only select this Perk once, You have earned a unique social position. Select One: » **Arbiter:** You're a feared agent for the Holy Kingdom of Catla: You (not your party) may gain any two Automatic Permissions. » **Beetle Knight / Ranger:** You're a warrior of the great fey beetle knight Owzer: +1 Attribute point. » **Black Knight:** You're a feared knight under House Burdragon: May gain a Mist Raptor Mount with Barding (pg: 191) for 1 Resource. » **Bloodreaver:** You're a feared priest/priestess of Ath from the Southern Legion Tribes or the Kingdom of Romanos: » **14t:** Sacrifice on an altar and you and all allies heal 1 Attribute damage, 6 Max Endurance damage and gain good fortune for a week. » **Invigilator:** You're a feared agent for the priests of the Panos Theocracy: Extra Utilities cost +1 Resource (normally +2). » **Knight (General):** May gain a Peasant Ally (pg: 172, 182) and Great Stag Mount (pg: 191) for 1 Resource. » **Radiant / Gloom Knight:** You're a respected Jop Jop (or Dos) worshipping techno-magic knight from the lands of House Rubis: One of your Blade Weapons gains the Arcane Blast modification (may only be triggered by you) for 0 Resource. » **Red Chevalier:** You're a respected knight under House Valdis: Gain a Galeflapper Mount with Spirited (pg: 191) for 0 Resource. » **Tarqûn:** You're a respected landed warrior from the Tarquinius Republic: Gain the Landowner Camp Development (pg: 192) and a Echru Boar Mount (pg: 191) for 0 Resource.
Tools		Your Camp grants you (not your party) access to a specific Workshop.

Complications

» These Complications are primarily gained through Traits, They may also be given out by GMs due to in-game actions.

» When they cause you moderate harm you gain a Grit Re-Roll point that may only be spent during this session. When they cause major harm you gain 1 Spare Time Point.

» The example Complications listed here are intended to inspire GMs and we encourage you to create more.

Complications	Notes
Addiction/Obsession	You must pass a Resolve Skill Roll to resist your Addiction/Obsession when it tempts you.
	If you fail to feed your Addiction/Obsession you suffer 1 Focus damage (no Armour).
Condition	
Physical	**Damaged Arm/Hand:** -1 Hand.
	Damaged Leg: -1 to -2 Movement while you're not Mounted and -1 to -2 Defence.
	Disfigurement: -1 Persuasion and you gain an Innate Leadership Toolbox.
	Limited Sight: All enemies gain Light or Heavy Visibility Cover.
	Nerve Damage: -2 Recovery, +4 Endurance.
Psychological	**Fear:** You must pass a Resolve Skill Roll to resist your fear.
	Foolish/Impulsive: +2 Combat Order and -2 personal Defence.
	Hallucinate: Add 1d3 Henchmen Bodies to Combats that only you can interact with (Critical Hit location 1d3+3 (normally 1d6)).
Dependent NPC	Resolve Skill Roll to not rush to protect your Dependent NPC(s) when they are in need.
	If you fail to protect your Dependent NPC(s) you suffer 1 Grit damage (no Armour) that may not be healed with First Aid.
Guilt	You must pass a Resolve Skill Roll to resist your Guilt.
	If you further your guilt you suffer 1 Grit damage (no Armour) that may not be healed with First Aid.
Hunted	These NPCs know your weaknesses and strengths and will try to thwart your goals.
Inner Fire (Legion)	Your maximum number of unspent Spare Time Points is 3 (normally unlimited).
	If you're idle for more than 3 days you're compelled to perform some kind of physical activity: you must pass a Resolve Skill Roll to resist your need to act.
Moral Code	You must pass a Resolve Skill Roll to act against, or bend, your Moral Code.
	If you break your Moral Code you suffer 1 Focus and Grit damage (no Armour) that may not be healed with First Aid.
Neph's Decline (Dracim)	Reduce your sentience for each year without strong leadership from a wylding wielder or Neph Spawn.
Observed	-2 penalty to many Skill and Acquisition Rolls that you're trying to perform without your Observer's knowledge.
	If your Observer catches you acting against their wishes you lose 1 Spare Time Point.
Prejudice	-2 to all Persuasion, Leadership, Insight, and Acquisition Rolls when interacting with someone who is prejudiced against you, or who you're prejudiced against.
Reputation	NPCs are far more likely to remember you.
	Easier for NPCs to learn about you.
	-2 to all Persuasion, Leadership and Acquisition Rolls when interacting with someone who is aware of your Reputation.
Unwanted Ancestral	See full Ancestral Memories Arcane Roll rules on pg: 35.
Memories (Kaltoran)	Your first roll of a triple during a session grants you a Psychological Condition for that session.

Unexpected Consequences

» Succeeding/failing at a Skill or Acquisition Roll by 4 adds an additional positive/negative Unexpected Consequence of the GM's choice.
» The example Unexpected Consequences listed here are intended to inspire GMs and we encourage you to create more.
» See list of Arcane Roll Unexpected Consequences from pg: 33.

Positive	Consequence
Advise	+2 to an ally's next roll of the same Skill (Does not Stack).
Encouraged	You or an ally regain 2 to 4 lost Max Endurance.
Flow on Benefit	This task makes another PC's goal easier.
Increased Effect	This task is more effective than expected.
Impressive	A character is intimidated or impressed by you.
Inspiration Idea:	+1 to your next roll this session (Stacks).
Interesting:	Gain additional insight into a current mystery.
Deep:	You may perform a free Glory Acquisition Roll based on your current task with a -2 penalty (no Workshop required).
Progress	Advance 1 additional step towards completing this complex task.
Quick	Complete this task faster than expected.
Unnoticed	Your enemies are unaware of your completion of this task.

Negative	Consequence
Attract Attention	You attract unwanted attention to you or an ally.
Flow on Trouble	This task makes another PC's goal harder.
Harm Soft:	-2 to -8 Max Endurance damage.
Sharp:	1 damage to a specific or random Attribute, ignoring Armour.
Blast:	3-5 General Damage.
Hindrance	Completing this complex task requires 1 additional step.
Overwhelmed	-2 Combat Order until the end of this combat.
Reduced Effect	This task is less effective than expected.
Stress	You lose 1 Grit Re-Roll point.
Slow	Complete this task slower than expected.
Tool Breaks	You're unable to use your Toolbox until they can be repaired (ie: downtime at your camp).

Languages

» All PCs know Akhlith (also known as Common).
» A new Lanauge may be acquired for 1 Knack.
» The example Languages listed here are intended to inspire GMs and we encourage you to create more.

Language	Notes
Akhlith / Common (Corp)	Common language comes from the ancient Empire if Catla and is spoken by the people of the Holy Kingdom of Catla, Kingdom of Ire, Kingdom of Tarquinius and the Panos Theocracy. Also understood by many people in neighbouring nations.
Ancient Kaltoran	Spoken by few Kaltorans and Elves. Expressive, emotive, loud and has many touch-based components.
Dustwail / Perisora (Twilinger)	Spoken by the various tribes of the Blood Stone Desert, Ash Creet, the Twi-Far of Fari and Eyna and a few Ethereal Spirits. Strong focus on emotions and music.
Elemental (Zhou)	Spoken by Dryads, Elementals and Nymphs. Similar to Nephlic, but uses many, clacking, grinding and wilderness-inspired (animals, streams and wind) sounds.

Language	Notes
Frosttongue (Legion)	Spoken by the Southern Legion Tribes. Ideal for conveying tactical ideas and poetic tales. Has many hand signals that can change code structure mid-combat.
Fyrelith / Draconic	Spoken by royal dragons and many Dracim Similar to Neph, but ideal for conveying technical knowledge and has components that require head movements.
Nephlic (Nephilim)	Spoken by Druids, western giants and many intelligent monsters. Complex and many dialects are commonly physiologically dependent on the speaker and hearer.
Pyrolithic	Spoken by the Ashen Creet nation. Deep and guttural that has many words for fire, heat and warding off gods.
Sylvanese	Spoken by the Verdant Creet nation, northern Elves and many Fey. incredibly complex, with many words for nature.

Fragged Kingdom 2

x6	Trained +2 / -2	1-Pt+ Attribute +1 / -1	Toolbox +1	Workshop +1		Species/Traits	
Wealth					+		=
Persuasion (Foc)					+		=
Leadership (Str)					+		=
Insight (Int)					+		=
Culture (Grit)					+		=
Sophistication (Int)					+		=
Physical (Mob)					+		=
Resolve (Grit)					+		=
Awareness (Foc)					+		=
Stealth (Mob)					+		=
Apothecary (Ref)					+		=
Metallurgy (Grit)					+		=
Construction (Str)					+		=
Monsters (Int)					+		=
Forestry (Ref)					+		=
Pathfinding (Foc)					+		=

x2 (may have 2 Traits)					
Finesse			+		=
Brawn			+		=
Cunning			+		=

Specializations

+2 to all non-Acquisition & non-Attack Rolls connected to this topic (Does not Stack).

Equipment Slots

6 + Str + [ ] = [ ]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12.

Trade Goods

Coin (1 Slot), Precious (2 Slots), Loot (3+ Slots)

12t Acquire 1 Trade Good.

Auto Exchange 4 Slots of quality gear: +1 Loot Trade Good.
Exchange 4 Trade Goods: +1 current Resource.
Exchange 1 Coin Good: +1 to a failed roll (Stacks).

Honour

12t Gain 1 Honour unit.

Auto Exchange 4 Honour units: +1 current Influence.
Exchange 1 Honour : +1 to a failed roll (Stacks).

Glory

12t Gain 1 Glory unit.

Auto Exchange 4 Glory: +1 Knack.
Exchange 1 Knack: Gain a Language.

Languages

Akhlith / Common

Level

Strength Mobility Reflexes Focus Grit Intelligence

		Max	Current
Resources	Level + 3 + [ ] =	[ ]	[ ]
Influence	Level + 3 + [ ] =	[ ]	[ ]

Spare Time Points (+1 per Session) & Knack.

Arcane Roll + [ ] Acquisition Roll + [ ]

Species

Bonds

Lord:
Religion:
Mentor:
Friend:
Rival:

Drive

May use with your Resolve Skill.

Traits, Perks & Complications

Grit Re-Rolls

Grit + [ ] = [ ]

Strong Hit

Effort

Requirements

Result

You may re-roll a single die from this Roll.

1) Light Cover
+Int Defence.
May attempt to Stealth.

2) Heavy Cover
+(Int x2) Defence.
+2 Resistance.

3) Entrenched Cover
+(Int x3) Defence.
+1 Armour.
Requires 2 different Types of Cover.

Defence 10 + Ref +

Endurance Camp + (Str x5) +

Resistance End Dmg — Shield +

Armour Attribute — Outfit +

Max Momentum Foc + =
Recovery Grit + =
Daily Max End healing Camp + =
Armour at 0 Endurance -
Combat Order Int + (Ref/10) + =

Utility

	Acquire	Resources

Outfit

	Defence	Endurance	Armour	at 0 End	Type & Variation	Acquire	Resources

Weapons

	Hit Dice	+Hit (+Skill)	Ideal Rng	Max Rng	End Dmg (+Focus)	Crit Dmg	Type & Variation	Acquire	Resources
1)									
2)									
3)									

Actions, 2 per Turn

Reposition Move +2 or gain Cover +1.

Quick Strike Move. Attack.

Take Aim Select Two: (next Attack) +2 Hit, +2 End Dmg or Crit Loc +/-1.

Overwatch Attack in response to any Action or Charge.

Sure Strike Attack. Hit +Ref. +1 Momentum.

Prep Select Two: Draw, Reload, Recover, Move, Skill Roll or +1 Momentum.

Arcane Roll Skill Roll: 14+ (See pg: ##-##).

Assault Skill Roll: 12 to 16 Deal 3 General Dmg.

Tackle Skill Roll: 10 to 18 May Suppress both. May push Str-Str.

Stealthed Skill Roll (Req Cover) May not be perceived. 1/2 Movement.

First Aid Skill Roll: 12, No Combat. Heal 2 Dmg to nearby characters that was dealt in 5min (no Stack).

Care Acquire Roll: 12t Heal 3 Attribute Dmg.

Remove Effect Skill Roll: 12 All effects of one kind.

Str	1
Ref	2
Mob	3
Foc	4
Int	5
Grit	6

Damage & Notes

-1 Attribute = Bleeding (12 to remove).
-5 Attribute = Death.

Max Endurance damage -

Strong Hit

	Requirements	Result
Effort		You may re-roll a single die from this Roll.
Critical Hit	Once per Attack.	All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (roll 1d6) Attribute.
Critical Boost		+1 Critical Damage vs all damaged characters with 0 Endurance (Stacks).

Momentum Abilities

Momentum 1: +1D6 Hit Dice.

Strong vs/with/when

Influence Cost

Attributes + Perks + [ ] = [ ]

Equipment Slots

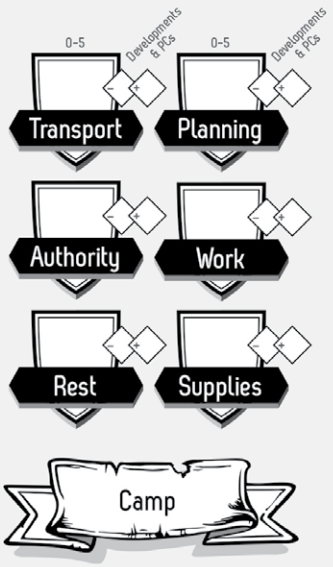
Transport xPCs + [ ] = [ ]

Free Perks

1 + (1 per 4 Authority) + [ ] = [ ]

Automatic Permission = Authority

- 1) Carry weapons.
- 2) Collect bounties.
- 3) Visit any mayor.
- 4) Plunder divine ruins.
- 5) Enforce law.
- 6) Visit any noble.
- 7) Visit rival nations.
- 8) Levy troops.
- 9) Legal immunity.
- 10) Visit palace.



Travel Speed

100 + (Planning x10) + [ ] = [ ] %

Automatic Traversal = Planning

- 1) Rivers.
- 2) Forests.
- 3) Tundras.
- 4) Seas.
- 5) Jungles.
- 6) While hidden.
- 7) Swamps.
- 8) Mountains.
- 9) Deserts.

Workshops

1 per 2 Work + [ ] = [ ]

Character Benefits

Daily Max Endurance Healing: Rest + [ ] = [ ]

Attribute Healing per Session: 1 per 4 Rest/Supplies + [ ] = [ ]

Endurance: Supplies + 8 + [ ] = [ ]

Acquisition Rolls [ ]

Developments

12t	14t	16t	18t	20t	22t
Backpacks +1 Transport.	Pack Animal +1 Transport.	Cart +1 Transport (No Stack). Traversal limitations.	Wagon +2 Transport (No Stack). Traversal limitations.	Caravan +3 Transport (No Stack). +1 Work. –2 Planning. Traversal limitations.	Box of Holding +1 Transport. Carry: 2 Slots, stores 8.
Maps +1 Planning.	Navigation Tools +1 Planning.	Quality Charts +1 Planning.	Library +1 Planning. –1 Transport.	Scribes +1 Planning. +1 Authority. –1 Acquisition Rolls. Gathers information.	Spirit Escort +1 Planning.
Identification Parchment +1 Authority.	Guild Insignia +1 Authority (No Stack). Favoured by a guild.	Holy Decree +1 Authority (No Stack). Favoured by a religion.	Lord's Seal +1 Authority (No Stack). Favoured by a lord.	Landowner +2 Authority. +4 Planning and Authority on your land. 20t: Expand owned land.	Royal Writ +1 Authority.
Extra Provisions +1 Work.	Tool Chest +1 Work.	Laboratory +1 Work.	Workbench +1 Work. –1 Transport.	Entourage +1 Work. –1 Rest. +1 Acquisition Rolls. Makes social connections.	Techno-Magic Gizmo +1 Work.
Bedrolls +1 Rest.	Bivouac Sacks +1 Rest (No Stack).	Tents +2 Rest (No Stack). –1 Transport.	Pavilions & Banner +3 Rest (No Stack). +1 Authority. –2 Transport.	Guards +2 Rest. –1 Supplies. –1 Acquisition Rolls. Secures camp.	Arcane Lamps & Alarm +1 Rest. Lights & secures camp.
Cooking Pot +1 Supplies.	Salt & Spices +1 Supplies.	Hunting Gear +1 Supplies.	Camp Stove +1 Supplies. –1 Transport.	Huntsmen +1 Supplies. +1 Planning. –1 Acquisition Rolls. Explores region.	Ice Box +1 Supplies.

Camp Tasks, Standard Difficulty: 12 or 14

Hide
It is harder to perceive or track your group.
–50% Travel Speed.

March
+50% Travel Speed.
8 Max End damage.
Most PCs must succeed.

No Sleep
Remain awake all night.
8 Max End damage
(+8 per night in a row).
+50% Travel Speed
(and +4 Max End damage).

Scout
Gather information or provisions from the region.
–20% Travel Speed.
May be required to avoid trouble.

Secure
Keep watch for 3 hours at night, protect camp with barricades or set traps.
4 Max End damage.

Tavern
Sleep at a safe and comfortable establishment.
+2 Max End healing.

GM

Damage & Notes

Henchmen/Troop	Hit Dice*	+Hit (+2)	Ideal Rng	Max Rng	End Dmg*	Crit Dmg	Defence	Endurance	End Dmg Resistance	Armour	Durability	Type & Variation

	Bodies	Attribute	Mobility	Resources

*Henchmen: +1 per Attacking Body.

Traits & Notes

Damage & Notes

Henchmen/Troop	Hit Dice*	+Hit (+2)	Ideal Rng	Max Rng	End Dmg*	Crit Dmg	Defence	Endurance	End Dmg Resistance	Armour	Durability	Type & Variation

	Bodies	Attribute	Mobility	Resources

*Henchmen: +1 per Attacking Body.

Traits & Notes

Damage & Notes

0 Attribute/Durability = Death.

1	Strength			
2	Reflexes			
3	Mobility			
4	Focus			
5	Intelligence			
6	Grit			
	Durability			

Defence	10 + Ref +		=	
Endurance	10+(Str x5)+		=	
Resistance	Shield +		=	
Armour	3 +		=	
Max Momentum (per Round)	Focus +		=	
Recovery	Grit +		=	
Combat Order	Int + (Ref/10) +		=	
Grit Re-Rolls	Grit +		=	

Lt | Hvy | Ent

Name

Skilled/Nemesis

Species, Variations, Traits & Notes

Weapons

	Hit Dice	+Hit (+2)	Ideal Rng	Max Rng	End Dmg (+Focus)	Crit Dmg	Type & Variation	Acquire	Resources
1)									
2)									

Actions, 2 per Turn

Reposition
Move +2 or gain Cover +1.

Quick Strike
Move. Attack.

Take Aim
Select Two: (next Attack) +2 Hit, +2 End Dmg or Crit Loc +/-1.

Overwatch
Attack in response to any Action or Charge.

Sure Strike
Attack. Hit +Ref. +1 Momentum.

Prep
Select Two: Draw, Reload, Recover, Move, Skill Roll or +1 Momentum.

Arcane Roll
Skill Roll: 14+
(See pg: ##-##).

Assault
Skill Roll: 12 to 16
Deal 3 General Dmg.

Tackle
Skill Roll: 10 to 18
May Suppress both.
May push Str-Str.

Stealthed
Skill Roll (Req Cover)
May not be perceived.
1/2 Movement.

First Aid
Skill Roll: 12, No Combat.
Heal 2 Dmg to nearby characters that was dealt in 5min (no Stack).

Care
Acquire Roll: 12t
Heal 3 Attribute Dmg.

Remove Effect
Skill Roll: 12
All effects of one kind.

Momentum
Momentum 1:
+1D6 Hit Dice.

1) **Light Cover**
+Int Defence.
May attempt to Stealth.

2) **Heavy Cover**
+(Int x2) Defence.
+2 Resistance.

3) **Entrenched Cover**
+(Int x3) Defence.
+1 Armour.
Requires 2 different Types of Cover.

Strong Hit	Requirements	Result
Effort		You may re-roll a single die from this Roll.
Critical Hit	Once per Attack.	All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (roll 1d6) Attribute.
Critical Boost		+1 Critical Damage vs all damaged characters with 0 Endurance (Stacks).

Skills

Wealth	Culture	Awareness	Construction
Persuasion	Sophistication	Stealth	Monsters
Leadership	Physical	Apothecary	Forestry
Insight	Resolve	Metallurgy	Pathfinding

Durability
2+ Attribute Dmg = +1 Durability Dmg.
Crit Loc +/- X = x2 Durability Dmg.

Rewards per Session
+1/3 Level.
+1 Spare Time Point.
+1 Trade Good.
+1 Honour Unit.
4 Slots of Items = 1 Loot Trade Good.
1/3 item with Modifications or a Misc item.

Acknowledgements

Created by
Wade Dyer

Additional Writing by
Jye Lambert
Stuart McNabb

Artwork
Alexis Jones
Clonerh Kimura (Cover)
Dominique van Velsen
Jarrod Owen
Jefrey Yonathan
Joseph Weston
Nguyen Hieu

Published by
Design Ministries

Special Thanks to
Alek Waller
Jye Lambert
Lauren Waller
Robert Hughes
Thor Taylor
Sarah 'AzuraSarah' Morris

RPG Patrons
##

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ISBN: 978-0-9946098-9-2
Version 1.0

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